A NEWSFIELD PUBLICATION
TX: 012 NOVEMBER 1988
£1.25
DM 7.50
US $3.50
CAN $3.95

the GAMES machine

COMPUTER & ELECTRONIC ENTERTAINMENT

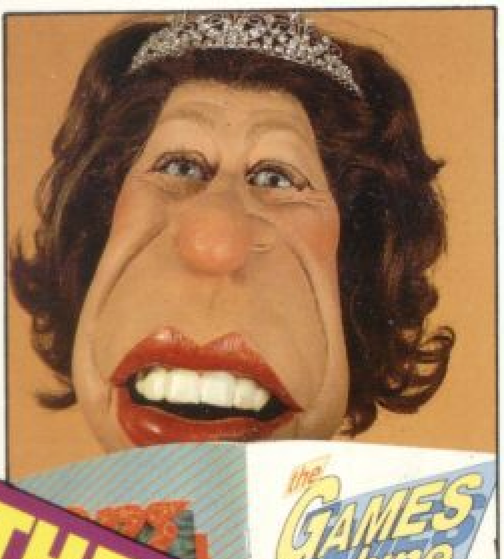


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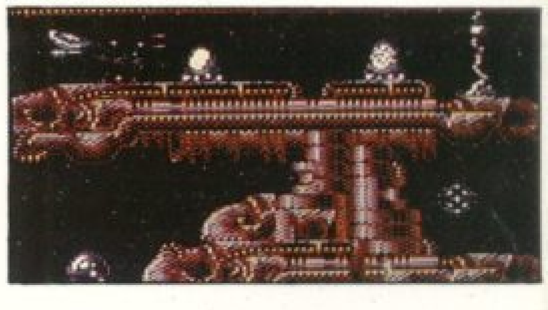
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TechnoCop
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Screen shots from various formats.
Gremlin Graphics Software Ltd., Alpha House



WIN!

AN AMIGA A500

Thanks to french software house, Silmarils and their new beat-'em-up game, *Manhattan Dealers*
See page 77

THIS ISSUE...

WIN!



A SONY SOUND BAG
Plus . . . more sound equipment and piles of joysticks
from Powerplay
See page 87

WIN



Get a puppet of the ugliest person in the world. Yes . . . you!

From Domark – Plus a visit to the Spitting Image factory!
See page 21

REGULARS

COMPETITION RESULTS
Oh no, not again! There are none this issue because the pages are so crammed full of wonderful stuff that we ran out of room. Winners have already been notified, and we'll print the lot next month. Promise!

the GAMES machine

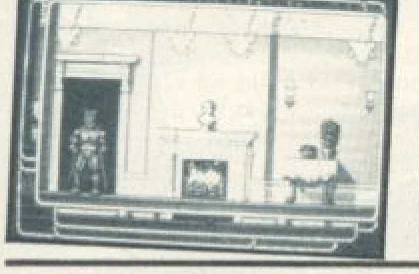


PAGE 22

JON ROSE . . . FLYING HIGH AGAIN

Fearless Jon Rose risks a pair of trousers as he cheats death with Microprose President Wild Bill Stealey. Part two of the TGM report from the USA.

THE DARK SPRITE RETURNS



PAGE 13 TGM goes overseas again to report on Spain's leading software house, Dinamic. And to make it a Dynamic duo we also enter the bat-cave to access the bat-computer and bring you exclusive news on Oceans forthcoming release.

THE COMPLEAT KEYBOARDIST



SUPPLEMENT 16 pages of Jon Bates waxing lyrical and getting generally ecstatic about keyboards, drum machines, in fact just about every musical widget you could ever want to stick on your computer.

FEATURES

The next issue of TGM goes on sale from November 17. Buy it, or forever feel a sense of loss

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Over the page – incredible details of the 'brilliant' British console

TGM REPORT

Enthusiasm shortage hits the 16-bit Sinclair

by Barnaby Page

Amstrad finally announced their 16-bit Sinclair at September's PC Show – and it is indeed a £299 PC-compatible, as first reported by TGM some three months ago.

Most say it's a poor games machine, with only four colours in medium resolution. Yet software houses have generally welcomed it – because it will mean British sales for the PC games they produce for America anyway.

But the Sinclair Professional PC 200 range (see box for full details) won't be available 'in very big volume' until after Christmas, said Amstrad Chairman Alan Sugar at a tightly-guarded press conference.

The firm even considered 'pulling the plug' on it, he said – a move which probably wouldn't have upset the machine's many critics.

And that's just one indicator of a new mood at Amstrad, which could see Sugar's giant firm leaving games machines altogether.

Heavily hit by the worldwide shortages of dynamic random-access memory (DRAM) chips, Sugar admitted something close to defeat – for probably the first time in his rags-to-riches career.

DRAM chips are expensive, and Amstrad can only obtain about two thirds of the quantity they need. So they now have to concentrate on pricier products, like the top-end PCs costing up to £2,999, which Sugar also announced.

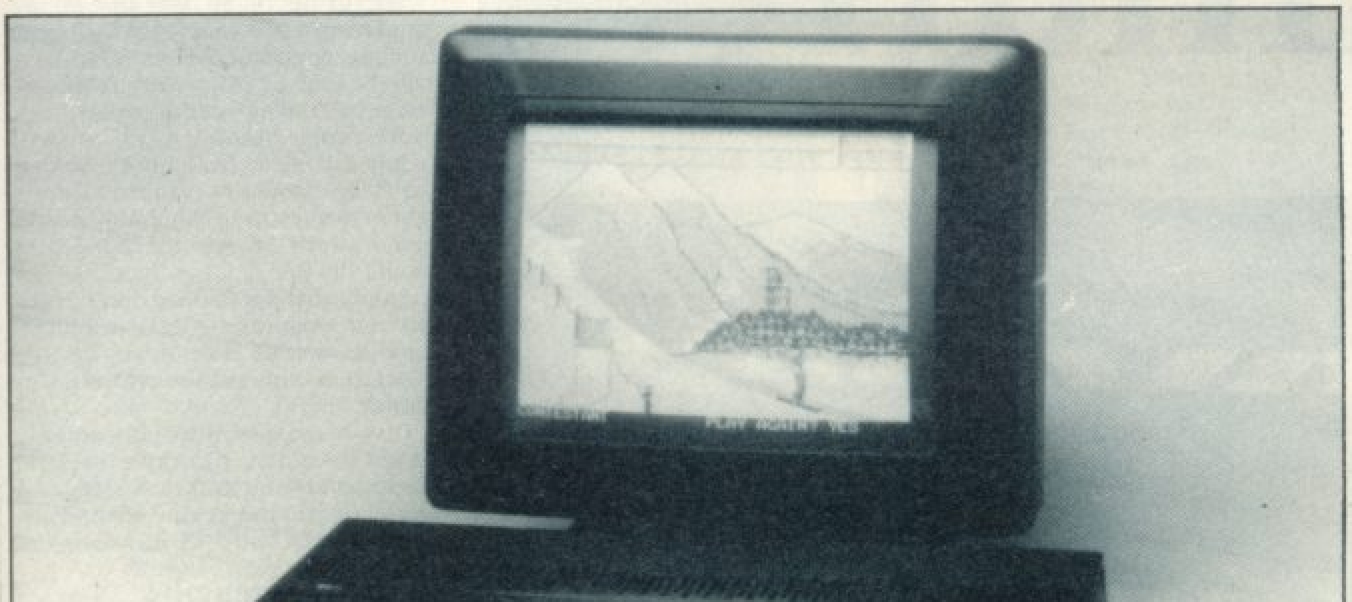
Those damn DRAMs

He explained that the Sinclair Professional 'consumes the same number of DRAMs as a PC1640, which would be sold for three or four times' as much. The Sinclair Professional ranges from £299 to £499 (all plus VAT), while the successful PC1640 with dot-matrix printer, monitor, disk drive and business software goes for £899.

The DRAM shortage has hit Amstrad 'very badly, I'm afraid', said an unusually sorrowful Sugar. 'Some articles imply that the tide is turning, that things are easing up.

'It's not. It's cramping our style, for the first time in the history of our company. We are hurting.'

■ Amstrad have just spent £45 million on a 9% stake in US chip manufacturer Micron Technology, which should help provide adequate DRAM supplies for the new Sinclair and other models.



This mouse may not roar: is Amstrad's Sinclair a powerless business computer or a games machine that's unsuitable for games?
TGM had the news first, so – once the dust has settled after the new machine's release – we'll have the full story on its future next issue.

Full Sinclair PC details

- ■ Three packages, all based on the same computer
- ■ **£299** gets you the computer and two-button mouse. Plug into a TV. (Same price as the Atari ST 520STFM.)
- ■ **For £399:** all the above plus 12-inch mono S-12 MM monitor, joystick, four games and *Organiser* software. (Same price as the Commodore Amiga.)
- ■ **For £499:** all the above plus 14-inch colour S-14 CM monitor.
- ■ 16-bit **processor** is a PC-style 8Mhz 8086. (ST and Amiga both use Motorola 68000.)
- ■ Socket for 8087 maths coprocessor chip, enabling greater speed
- ■ **512K RAM**, upgradable with expansion cards
- ■ One 3.5-inch 720K **disk drive**. (520STFM has 512K drive, 1040STF has 1Mb drive, Amiga disks are 880K.)
- ■ Expansion socket for 360K 5.25-inch drive or 720K 3.5-inch drive
- ■ Built-in **colour adapter** and TV modulator provide CGA (Colour Graphics Adapter) standard on TV or monitor. Medium-resolution CGA graphics have 320 columns x 200 lines of pixels in 4 colours.
- ■ Also MDA (Monochrome Display Adapter) standard for monitors only, giving 80 columns x 25 lines in mono on high-resolution monitor. Not for games!
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- ■ AT-type keyboard with 102 keys
- ■ MS-DOS version 3.3 operating system
- ■ GEM 3 WIMP (windows, icons, pull-down menus) environment
- ■ GW–BASIC programming language
- ■ 450mm wide, 85mm high, 335mm from front to back, weighs 5.4kg
- ■ Available through Currys and some independent shops. No other high-street outlets yet.
- ■ **Add 15% VAT to all prices**

The Konix console – 'it's brilliant!'

Exclusive
by Barnaby Page

The games industry is going head over heels about the first British console – the top-secret Slipstream, from successful joystick manufacturer Konix.

Due to be revealed on January 28 with a host of add-ons including an *Afterburner*-style hydraulic chair, the Slipstream will sell for about £130 and hit the shops late next summer.

Cartridge games will cost about £50 at first, with 30 original titles available in the first year. Much cheaper disk-based games may follow.

The chair will be available shortly after the Slipstream's launch. It's a rotating, tilting, listing arcade-style model which one source says 'will allow you to build your own arcade cabinet in your house'.

The Slipstream is said to be at least partly based on Flare Technology's Flare One (TGM**010**), with high-quality digitised sound and ultrapowerful RISC (reduced instruction set computing) graphics chips. A demo features digitised movie music from *The Blues Brothers*!

Super graphics

Graphics are apparently the strong point of the Slipstream, which has been repeatedly compared to the Commodore Amiga in terms of display quality. 'It's brilliant,' said one senior figure at a software house who has seen the machine.

It will plug into an ordinary TV, and come complete with joystick (TGM has seen a prototype stick), software drive and games.

The games – 30 are due in the Slipstream's first year – will load from cartridges and cost about £50. The first will be only 256K, with 1Mb cartridges following – and allowing much more complex games.

But if they're really at £50, those cartridges would be about twice the cost of forthcoming Nintendo releases – and that's where the Slipstream would slip up.

So if cartridge prices don't come down dramatically, Konix will introduce a special disk drive for the Slipstream a month or two after its launch.

Disk-based games would cost only £15 or so, and the disk drive itself will likely be around £60, including two games. It will not be one of the standard 3.5-inch and 5.25-inch formats.

Software strength

Software houses were shown the console at September's PC Show – and made to sign a secrecy promise. 'I signed a nondisclosure agreement when I saw the product,' said Ian Stewart, Managing Director of Gremlin Graphics.

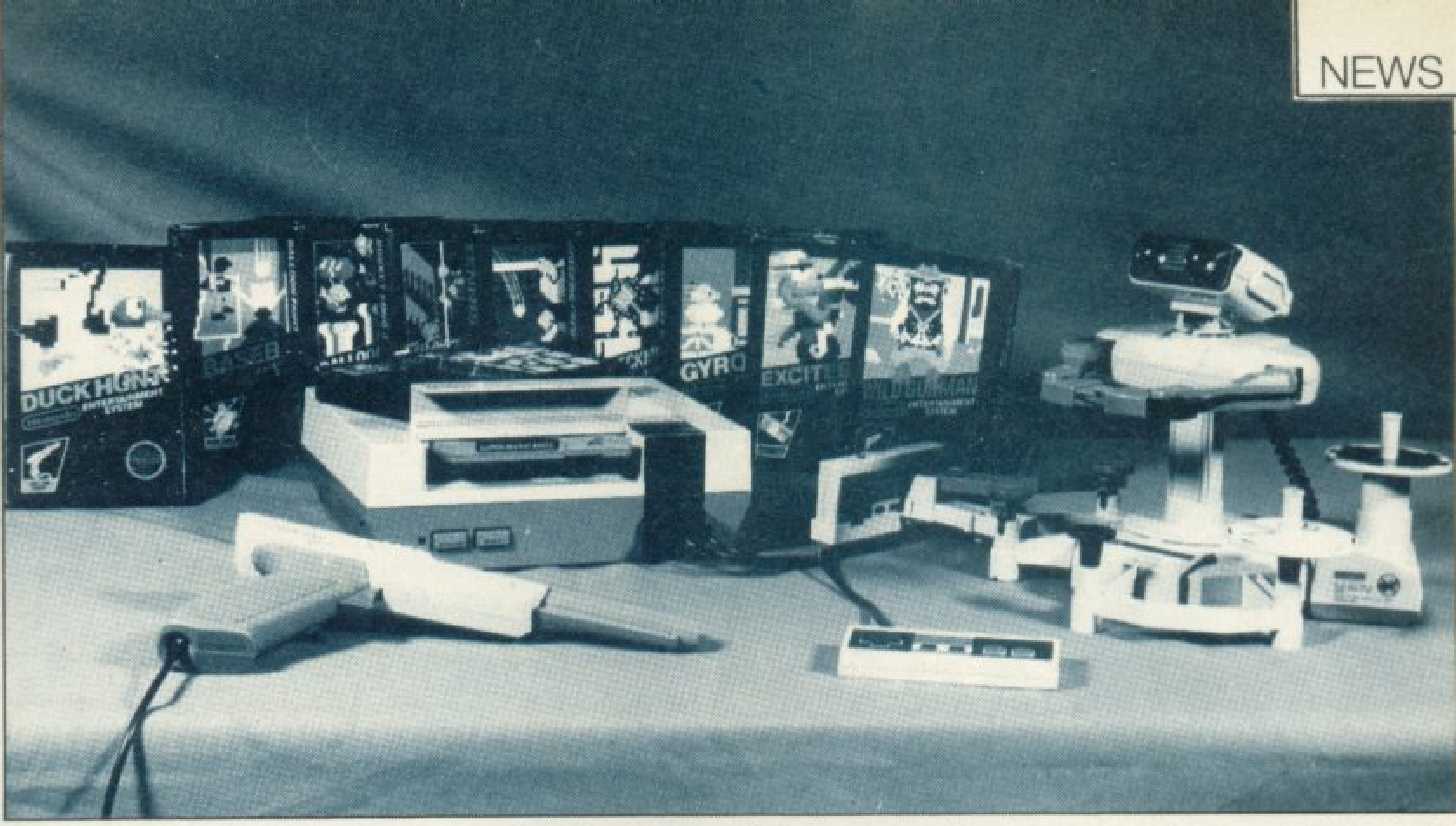
But it is believed that Gremlin, Ocean, US Gold and are all interested in producing games for it, along with American firms including Epyx and MicroProse. Some got their first glimpse as long ago as June.

As with the Nintendo, Slipstream games will have to be approved by Konix – ten software houses have been signed up to produce three titles each in the first year after the machine goes on sale late next summer.

They will mostly be original games developed specially for the



Tight lips: Gremlin Graphics (run by Ian Stewart, right) may produce games for the Slipstream. But this picture came before the console – and Konix's Wyn Holloway (left) would never be so public now.



Slipstream, rather than arcade licences. Konix approval is required to ensure high quality – essential for success in the US and Japan, where the rival Nintendo is so powerful and has ample software.

'Amazing' – but secret

Reactions to the Slipstream are 100% enthusiastic. 'It's so amazing, you're really going to blow yourself when you see it,' said one source – without a commercial interest in its success.

And another console expert who has worked with Konix on the new games machine said: 'They are taking that quantum leap and going for everything in one.'

Yet Konix have wrapped the machine in a shroud of silence. Everyone who's seen it has been sworn to secrecy, and Konix's Financial Controller Tim Scott would only say to TGM 'we don't wish to make any comment'.

For this reason TGM is unable to identify most of the sources for our information. They include several top figures in the software and hardware world, and naming them would endanger their jobs.

However, Alison Johnson, International Sales Support Manager of Konix's US distributor Epyx, did confirm to TGM that Konix will launch a console. 'We've discussed that with [Wyn] Holloway [boss of Konix],' she said. 'We're aware of what he's doing and we're very interested in it.'

Summer release

Konix's plans for the Slipstream stretch years ahead. Now that software houses have seen it, they will receive the first finished consoles in November or December – before manufacturing begins in earnest.

Magazines may be shown the Slipstream at the same time. In any case, the public will get a sneak preview on January 28 at the British Toy Fair, in the Earls Court Exhibition Centre.

It will be on sale here late next summer, then in the US, and finally in Japan in 1990. Indeed, some manufacturing will be done in the Far East, likely Japan.

Rival: could the Nintendo get blown away in Konix's Slipstream?

These release dates remain uncertain. Epyx's Johnson said 'as far I'm aware that's still very much up in the air'. So don't scrap your Sega – yet.

Threat to Nintendo?

If the Slipstream goes into Japan, it will be challenging Nintendo on their home ground – where they've sold at least 12 million machines.

And though sources close to Konix are insisting that it's not a Nintendo/Sega-basher (in the words of one, 'I wouldn't feel it's a console – it's a new thing'), there's bound to be a battle as the prices are so close.

The basic Nintendo setup costs £129.95, with light gun and robot add-ons at £29.95 and £49.95 respectively, and the Deluxe going for £189.95. The rival Sega ranges from £79.95 to £129.95.

And Konix clearly aim to sweep Europe, at least, where the Nintendo has not done well. People close to the project say Konix plan to manufacture a million Slipstreams each year.

Indeed, Konix are probably being careful not to pretend to Nintendo's throne simply so that the powerful Japanese manufacturer leaves them alone. Privately, one official familiar with the Slipstream said 'it's infinitely better than the Nintendo'.

It is believed that a top international ad agency, Yellowhammer, may be signed up to promote the console all over Europe.

However, neither Yellowhammer Director Peter Beech nor New Business Director Suj Summer would confirm this, which indicates that no deal has been finalised yet.

■ At last – something from Konix that *is* out in the open. Konix, based in south Wales, are launching a new version of their top-selling Speedking joystick.

Dubbed the Navigator, the £14.99 model looks like a gun and can be held with the right or left hand.

But inside it's 'almost identical' to the Speedking, says Konix spokesman Michael Baxter – right down to the microswitches that have helped them sell three million Speedkings worldwide in under three years.

The Flare One connection?

A question mark still hangs over the relationship of Konix's Slipstream to the Flare One (TGM**010**). The Slipstream is said to have a 16-bit 8088 processor, like PCs, whereas the prototype Flare One used 8-bit Z80s.

And the Flare One was to have only 768K of RAM, which would clearly be insufficient to run the 1Mb games Konix plan.

One reliable source said that Konix originally designed a console built entirely on RISC (reduced instruction set computing) chips – the very fast processors used in the Acorn Archimedes.

They then turned their attentions to the Motorola 68000 line used in the Atari ST and Commodore Amiga, rejected that too, and finally brought in Flare.

When asked if Flare Technology are working with Konix on the project, the company's Director John Mathieson declined to comment – which, by doublespeak standards, is as good as saying they are.

However, he said the Flare One has not been abandoned, despite some reports. 'We are talking to people. There's a very strong possibility it will come to market.'

■ The Slipstream will apparently use static RAM (random-access memory) chips rather than the dynamic RAM (DRAM) variety.

This, combined with the low 'chip count' of a console, will help keep the Slipstream's price way below that of 16-bit micros.

DRAM chips are in short supply because of international trade restrictions, and therefore expensive.

And the technical difference? DRAM chips require a 'refreshing' pulse every thousandth of a secoad or so. By contrast, information in static RAM simply sits there till it's overwritten.

In any case, chip prices are less important for consoles than for computers. Machines like the Nintendo and Sega need only four or five chips each, against about 60 in micros like the Atari ST – a high 'chip count'.

DATELINE

November 7-10 **The International Robot Show** Sydney, Australia

November 8-10 **MacUser 88 – the second exhibition for Apple Macintosh computer products** Business Design Centre, Islington, London

November 11-13 **20th Electron and BBC Micro User Show** New Horticultural Hall, Greycoat Street, London

November 15 **Computer Club '88** Bluecoat Comprehensive School, Birmingham Street, Walsall, West Midlands

November 17 **TGM013 on sale**

November 18-20 **12th Commodore Computer Show** Novotel, Hammersmith, London W6

November 25-27 **Atari Christmas Show** Alexandra Palace, London

December 8 **TGM014 on sale**

PRESS ANY KEY

PROFILE

Wild Bill Stealey



Britain's wimpoid journalists had had enough after an airborne hour with the Major, but for MicroProse President J W 'Wild Bill' Stealey it was another day and another flight. The 41-year-old US Air Force veteran has spent more than four months in the wild blue yonder – and he just can't get enough.

Stealey left his USAF instructor position in 1976 because he reckoned becoming a General would be 'difficult in peacetime'. But then he spent nine years in the National Guard (a reserve force) while off-duty from his jobs.

Perhaps it was the pressures of high-flying MicroProse that led him to quit the National Guard in 1985. After founding the software house with two colleagues and a basement office in 1982, Stealey has built it into a company with $20 million (£11.8 million) turnover, and plans to increase that fivefold in two years.

It's a tall order for the stocky, crewcut Stealey. But he hopes to mint money with coin-ops, and has already recruited Atari cofounder Gene Lipkin to get MicroProse on the runway to arcade success.

And no doubt Stealey's background as a fighter pilot, and his degree in military aeronautical engineering, will show through in the realistic coin-op simulations he plans. They certainly did in *F-15 Strike Eagle* and *Gunship*.

Says Stealey: 'The experience has to be real.' Magnificent man; just wait till you see his flying machines. *Feature from America, page 22.*

No news, but good news: PC Show organisers Montbuild are claiming a record attendance of 134,291 at last month's exhibition in Earls Court – 60% up on last year.

So why aren't we boring you with a full report? Well, there's not much to tell – there were lots of stands, lots of people, yet very little drama. Even Alan Sugar was very conservatively dressed at the launch of the Sinclair Professional PC 200 series, probably the biggest event.

Domark won a set of coin-op licences from Atari and Tengen: Vindicator, APB, Toobin', Dragon Spirit, and Xybots. Magnetic Scrolls's Corruption was named Game Of The Year in the British Personal Computer Awards. Mediagenic, who didn't have a stand, paid £25 an hour for bulletproof limos to take assorted software bigwigs to and from a nearby hotel suite. And the promised Atari CD-ROM player sadly couldn't make it to the show . . .



PROFILE

Michel Angstadt



'There is no such thing as a free lunch.' But Michel Angstadt left that 150-year-old American saying behind on September 25 1971, when the nine-year-old made the big move from Michigan to Spain. And there, in Madrid, free lunches from his restaurateur father are a welcome break from the high-powered business of building software house Dinamic into a British leader.

For Angstadt, born in Hawaii, the trip to Spain was more than a return to the sun from the cold winters of the northern States: it was the first step to a key place in software circles. Today, Dinamic's 26-year-old international manager is in charge of putting Spanish hits on your games shelf.

But as he ruefully observes amid the hustle and bustle of the 1988 PC Show: 'Leaving everything in the hands of one person is quite hectic.'

If Angstadt moves to London he'll miss those 20-minute walks in the warmth, from his flat in Madrid's Porta del Sol (the city's Piccadilly Circus) to Dinamic's skyscraper headquarters. But the former translator is committed to his company's games, which will be distributed in Britain by Electronic Arts after five months of negotiations.

And the only way is up. Dinamic's parent company, which has grown 30-fold in two years to a £4.5 million operation, now includes an ad agency, a swelling chain of software shops, a distribution firm, a 16-bit development house and an adventure section.

Says Angstadt: 'I don't know what we'll be doing next year – probably movies or something.' And it seems that in his mind, that's compensation enough for the rain in London which falls mainly on Spanish software bosses. *Preview report from Madrid – just keep on turning.*

Yes we have . . . lots of Amigas, according to Commodore UK General Manager Steve Franklin. He expects to sell some 60,000 of the 16-bit machines in the three months before Christmas . . . despite the Atari ST's cut to £299 and lingering doubts over the Amiga's reliability.

Is that a C64 in there? You'd hardly know, looking at Commodore's new bundles for their classic 8-bit machine. The £149 Hollywood Pack comes with ten film and TV licences from Ocean and Domark; the £199 Family Entertainment Pack includes Yamaha keyboard, Bush personal stereo, a music cassette of *Commodore's Top Ten Hits*, five fab games and a joystick.

The idea is that you buy the pack for all the family and then give everyone what they want out of it . . . whatever happened to toy soldiers and book tokens? Both bundles were revealed at the PC Show.

Commodore claim to have sold 9½ million C64s worldwide, and to still be doing 90,000 a year.

Roll over, Apple . . . The NeXT machine from Apple Computer cofounder Steve Jobs is billed as an Apple-basher. Due to be launched in the US this month – no word on UK availability yet – it will feature a user-friendly graphical interface (any connection with lawsuit-loving Apple entirely coincidental) and cost about $6,000 (£3,500). And yes, the 32-bit machine is called the NeXT. *(What NeXT? - Ed)*

Alternative Software aren't any more. No, they haven't gone bust, lawyers – it's just that last month they finally beat rival budgeteer Mastertronic in the charts (which measure number of games sold). The Alternative success story has been largely unsung, but from their poky offices in Pontefract, West Yorkshire, they've repackaged a long string of high-quality rereleases. Now there's a full-price label too, Again Again – as exclusively reported in TGM**011**.

Yes we have . . . an overworked headline cliché, plus (finally) some new Nintendo games. *Legend Of Zelda*, *Metroids*, *Mike Tyson's Punch Out*, *Pro-Wrestling* and *R.C. Pro-Am* have just been released at between £19.95 and £34.95 each, and Nintendo promise two more games a month in Britain. For a taste, see our guide to the console's latest American releases in Back Bytes.


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HOSTAGES





INFOGRAMES

Yes we have no mañanas

'We're growing very quickly in Spain, so we decided we should try Britain on our own' – Michel Angstadt, International Manager of Dinamic.

Dinamic by name, dynamic by nature, the leading Spanish software house is about to brave the British software shops with a trio of sensational titles. And as TGM discovered, Dinamic – like most of Spain – has shaken off the 'let's do it *mañana* (tomorrow)' image of a once-backward country.

They're coming, we've seen, they'll conquer. Barnaby Page reports from Madrid.

G*raficos y Transmisiónes*, says the sign by the door. Inside, three smartly-dressed programmers, two men and a woman, are concentrating over Spectrums and Atari STs. Along the corridor, the main programming room is dark. The artists like it that way. It helps them concentrate – concentrate on screens, on sprites, on spot FX, taking their minds off the city outside.

Outside, the 27th-floor balcony of the Torre de Madrid is quiet. From this building, once Madrid's tallest, the city stretches to the horizon in every direction – a mind-jogging mix of old and new, skyscraping banks and red-roofed houses that haven't changed their design in centuries. That's Spain for you: the coexistence of new EEC prosperity and age-old ways.

But here endeth the holiday brochure. For the 24-odd programming staff at Dinamic, Spain's leading software house, Britain and the rest of the world is the new target for their armada of games.

And the games worlds of Spain and Britain are surprisingly similar – 'surprisingly' when one considers how different the British and French scenes are, for instance.

The Spectrum does well in Spain – brilliantly well, in fact. It's considered the second biggest Spectrum-owning country in the world, after this brave isle.

The CPC falls mainly on the plain, too; again, Spain comes second in the CPC stakes, this time to France.

And then there's MSX. After Japan, Spain is *número uno* for the oft-forgotten format. In Spain, *Basket Master* – which Angstadt claims is the country's most successful game, ever – sold 28,000 MSX copies.

Dinamic, for instance, releases all its 12 to 20 games each year on Spectrum, CPC and MSX before wondering whether to bother with the Commodore 64. For where Commodore's 8-bit leader is concerned, nobody expects the Spanish acquisition.

Little 16-bits

Lots of Spectrums, no C64s. Spain sounds like the mirror image of America. But on the 16-bit scene, it does resemble the transatlantic world – IBM PC-compatibles are far and away the strongest, with Amstrad's PCs having a particularly large number of users.

Amstrad's Sinclair Professional PC200 series, announced last month, should do even more for PC software in Spain – while the Atari ST and Commodore Amiga lag behind. In the cautious words of Dinamic's International Manager, Michel Angstadt, 'it looks like it will take a while for these machines to get a strong position'.

So much for the hardware. In software, too, Spanish tastes are close to Britain's, with sports games doing particularly well.

For evidence, visit Madrid's newest software shop, Megagames, a quiet, low-key place in the city's posh Parque del Oeste district.

Air-conditioned and empty in the 29° heat of an autumn afternoon, Megagames shows off a healthy array of arcade adventures, shoot-'em-ups, sports games and other macho titles. (It stocks TGM too.)

Yet there's little evidence of intellectual adventures and strategy games. Dinamic does own a small – five-person – adventure firm, Aventuras Ad, and releases titles like *Cavalho*.

But *Cavalho* and its book-sized, book-style A5 packaging won't be available in Britain. Nor will *Meganova*. Nor will *Turbo Girl*. Nor will the eight-game compilation *Colección De Éxitos Dinamic ('collection of Dinamic hits'), which has sold 42,000 copies, or its six-title successor due later this year.*

Nor, in fact, will more than half Dinamic's games.

Why? Managing Director Pablo Ruiz

PRESS ANY KEY

SOFTOGRAPHY

June 1985 *Rocco* Gremlin Graphics
Boxing; originally titled *Rocky*
Spec

June 1985 *Profanation* Gremlin Graphics
Arcade adventure in Pharaoh's tomb
Spec

May 1986 *Video Olympics* Mastertronic
Now-forgotten early effort

September 1986 *West Bank* Gremlin Graphics
Not the Middle East, but a Wild West bank
CPC, C64, Spec

September 1986 *Camelot Warriors* Ariolasoft
Arcade adventure with strong graphics

September 1986 *Phantomas* Code Masters
Arcade adventure with okay graphics
Spec

September 1986 *Vampire* Code Masters
Arcade adventure, 'nuff said
CPC, C64, MSX, Spec

April 1987 *Army Moves* Imagine
Tricky special-mission whammer, now sequelised
CPC, C64, MSX, Spec, Amiga, ST

June 1987 *Game Over* Imagine
Blast-'em-up, also sequelised
CPC, C64, Spec

October 1987 *Freddy Hardest* Imagine
Humorous arcade adventure
CPC, C64, Spec

December 1987 *Basket Master* Imagine
Basketball
CPC, C64, Spec

Now *Game Over II* Dinamic
See review this issue
Spec now, C64 and ST soon

February 1989 *Navy Moves* Dinamic
Appealing sequel
CPC, C64, Spec, Amiga, PC, ST

Mid-1989 *Aspar GP Master* Dinamic
Racer, guaranteed Spanish champ
CPC, C64, Spec, Amiga, PC, ST

Better late than never *After The War* Dinamic
Seems like a *Street Fighter* clone
Formats to be announced

NAVY MOVES

If it swims, shoot it

Two legs good, eight legs bad, one dorsal fin worse, one periscope not fit to live.

It may not be the Greenpeace line, but that's the spirit of *Navy Moves*, Dinamic's fun three-part successor to the 18-month-old *Army Moves* (released in Britain on Ocean's Imagine label).

It's an impossible mission beneath the sea, like a cross between *Where Eagles Dare* and Magnetic Scrolls's *Fish!*.

In part one of the horizontally-scrolling harpoon-'em-up you're riding a small boat across the screen, first dodging mines and then battling with enemy boats. Find your sea legs, kill the drivers, and it's on to part two.

Here you stop the boat and dive as a frogman, armed only with a harpoon. Sharks and cute octopuses appear, but the octopuses don't look so cute with their heads blown off.

And as for the *Jaws* clones – 'the shark doesn't do anything if you don't touch it, but if you kill one you are attacked by the others', says Dinamic's Software Manager Victor Ruiz with grim satisfaction.

Ruiz first got the scent of sprites' blood up his nostrils doing graphics and code for *Army Moves* – another difficult, shoot-everything-in-sight horizontal scroller, also with a secret-mission scenario.

After a few lengths you find a small submarine, armed with missiles. Steal it, and get ready for the big one: the attack on the giant enemy sub.

We all die in a yellow submarine

Okay, so it ain't yellow. But you'd better not be either, because this is the blood-and-thunder bit.

And you're armed only with a flame-thrower (have you noticed how people in game scenarios are always armed *only* with something, like 'armed only with a neutron bomb'?).

At least it's rechargeable – and you'll probably need those handily-placed flame-thrower-recharging points as you carry out the final stage of the mission in the bowels of the sub, crawling with enemy troops.

Kill an officer and steal his identity card – with that you can crack the sub's computer system. The next task is to open the reactor door and slip in a bomb, before escaping to the surface while the whole thing blows to bits.

If you've made it this far you can relax, radio 'mission completed' to headquarters, sit back and wait for another sequel.



■ Last month, *Navy Moves* was completed except for sound. Expect release early next year – probably 'more February than January', according to distributors Electronic Arts – on Amstrad CPC, Commodore 64, Spectrum, Atari ST, Commodore Amiga and IBM PC-compatible.

has a saying to describe them: 'It's a very good game, but there are 7,000 other games like it.'

Angstadt explains that 'we reserve a very few strong games for the UK' – probably some five titles in the next year, out of the 15 or so Dinamic expect to release altogether.

And it's those few strong games that Dinamic will rely on to make their name in Britain.

They're kicking off with two follow-ups to established UK successes, Game Over II and *Navy Moves*. And they plan to follow with the racing game *Aspar GP Master* and *After The War*, a *Street Fighter*-like beat-'em-up.

And there are more to come from this go-ahead team. Says Victor Ruiz: 'We think we have a place in Europe. We continue living software – living and feeling it.' His hands are on his heart.


View from the top: for Dinamic, their Spanish leadership is the end of a long road

AFTER THE WAR

Street fighting just won't stop

Be a brute in it, New York, New York – that's the message of *After The War*, Dinamic's new bash-'em-up in the *Street Fighter* mould.

The two-part game features hand-to-hand fighting in the first section, but survival is rewarded with a machine gun in the second. The player struts through mean streets, beating the pixels out of all and sundry.

Sound familiar? It did to Dinamic Software Manager Victor Ruiz – all too familiar. So he sent his programmers back to the drawing board.

Explains Ruiz: 'There are too many fight programs – we wanted to make it deeper. And I had to change to main character because we weren't very happy with the movement, mainly the way he walks.'

■ You can walk like a man with *After The War* – but don't expect UK release till January, February or even later.

ASPAR GP MASTER

The champ is an easy rider

Spain's most popular sport has nothing to do with bulls. But disappointed motorcycle racers are probably seeing red over the continued victories of Jorge 'Aspar' Martinez, worldwide 80cc champ for the last three years and the star of Dinamic's big new sports game.

'Big'? Well, *Aspar GP Master* is bound to be in Spain, whose racers lead the field in 80cc, 125cc and 250cc categories. Aspar himself holds 80cc and 125cc records – Spanish cyclists tend to shy away from the more powerful categories of 500cc and above.

So *Aspar GP Master* is a major project for Dinamic's 24-strong team, led in this game by programmer Pedro Sudon and producer-cum-graphics man Javier Cubedo.

Says Software Manager Victor Ruiz, standing beneath five meticulously-drawn racetrack plans: 'In *Aspar* we've used all the programmers, everyone doing different things.'

But will British gamers race to buy? The Aspar connection is likely to have little horsepower here. Says Bob Berry, Editor of *Classic Racer* magazine: 'He wouldn't have a huge following over here.'

Dinamic could drop the champion's name from the title, as they did with *Basket Master* – released in Spain as *Fernando Martin Basket Master*.

But they probably won't try translating it in an effort to win over cricket-playing Brits. For the racing hero is nicknamed after his cobbler father – 'Aspar' means 'slipper' in Catalan, a language of Mediterranean Spain.

Aspar GP Master looks like good rip-roaring fun. Let's hope this is one game that doesn't die with its slippers on.



■ Expect release mid-1989 on Amstrad CPC, Commodore 64, Spectrum, Atari ST, Commodore Amiga and IBM PC-compatible.



Batman – the dark sprite returns

The megalicence season is upon us again, and among this autumn's superstars will be comic hero Batman (again). Ocean has the game, TGM readers get the first screenshots.

Barnaby Page visits the programmers, and tries not to confuse Liverpool with Madrid.

Exclusives – we Gotham!

The caped crusader bends down, picks up an egg from the floor, and eats it. So what if that's not particularly superheroic – it's the cute, imaginative touches that make Ocean's *Batman* licence more than your average save-the-world potboiler.

But 'I don't know if DC Comics [owners of the Batman character] would like that' says Jonathan Smith, the programmer who's spent the last six months in a Liverpool Batcave working on this six-format project.

It's nothing like the Jon Ritman/ Bernie Drummond *Batman*, another Ocean title, dating from the early summer of 1986.

That was in isometric 3-D – hardly the comic style. But eggs apart, Smith has stayed close to the original comic's feel for the new *Batman*, announced at the PC Show and due to hit 8-bit machines at the end of this month.

So close, in fact, that the screen itself starts to look like a hectic page of classic DC artwork – when you leave one room, the next is superimposed on it in the style of comic books, where one frame juts into the next.

An infinite number of screens can be overlaid this way – though only the current one is in colour – until you leave a building. And then, *WHAM! POW!*, the familiar Batshape flies out toward you in colour and the screen wipes clean.

It's two games in one, two loads on one cassette or disk, pitting Batman against two archenemies: the Penguin and the Joker.

In part one, the evil Penguin is building clockwork penguins – what else? – in another bid for world domination. The task: break into his mansion, switch his computer off and rescue humanity.

It may sound like just another day on the Spectrum, but this is where *Batman* shows its stuff.

Belt up

Start in the Batcave, take a wander around Gotham City (it's always night in Gotham City), and reach the Joker's headquarters. The mansion is pitch black, so what ya gonna do?

Pluck a torch from the Batbelt – an icon-packed menu – and light up your life, revealing the beautifully-furnished mansion complete with grandfather clocks, fireplaces and Roman busts.

If that dastardly Penguin approaches, all you need is a false nose and he'll never know you're Batman. (Plausibility has never been software's strong point.)

And if the worst comes to the worst, you can punch, kick, grab a running shoe from the utility menu and live to fight another day.

But don't fight too fiercely – like many cartoon-character licences, *Batman* goes easy on the violence. Says Paul Finnegan, Managing Director of the programming house, Special FX: 'We've got fun fight sequences, but none of the heavy stuff.'

And programmer Smith explains: 'It's a bit of a moral thing. If you use the knife, you lose power.'

Lose too much power, and you lose the game – which is bad news, because the Penguin sequence is the easy one. According to Finnegan, 'the idea with this plot is that it's supposed to be an easy way to get into the game. The Joker part is much harder.'

Fairgrounds for complaint

In part two, the bad Joker has planted bombs around a fairground. And there, amid the rollercoasters and ghost trains and graphical stunts, you've got to chase him and disarm him.

And finally, just when you thought it was safe to go back in Gotham City, it's time to rescue sidekick Robin.

Like all of *Batman*, this section is what Finnegan calls a 'balance betw-

Creative cave: Special FX headquarters in Liverpool's swanky new Albert Dock, a refurbished cotton warehouse next door to Granada TV





Major motion picture: Batman may be set for film stardom, but the Special FX programmers are doing their best to give him movie realism in the forthcoming Ocean game.

The sprite is created on a Commodore Amiga using Electronic Arts's DeluxePaint utility, and then manipulated using a homegrown Special FX program.

The result: eight, 12 or even 16 different positions which each sprite goes through every time it walks. Many programmers use only three or four positions, so the 'eight-phase movement' of Batman gives extra added realism, cartoon-style. Atari ST screen.

Struggling with the Joker: Batman programmer Jonathan Smith (centre)



een arcade action and strategy'.

This arcade-strategy gameplay is much the same on all formats, but the differences come in the graphics of what Smith calls 'hundreds and hundreds and hundreds' of screens.

On the Commodore 64 version, for instance, the Batman sprite is smaller than on the Spectrum (where *Batman* was first developed). That way more, different characters can fit on the screen – nine in the first section alone, including a plane and a bat.

And on the Atari ST, the Batman sprite is 'very similar to the comic style', says Finnegan.

That line rings bells if you remember Piranha's *Yogi Bear* last Christmas. Then, the cartoon character's US owners – Hanna-Barbera – insisted that the onscreen bear look like the artist's original in every detail. And he couldn't be killed, either, because he's a cute kiddie character.

But DC Comics, the leading American publishers behind *Batman*, weren't so restrictive. When Ocean commissioned Liverpool-based Special FX to do *Batman*, the project was handed to Smith (*Hypersports, Daley Thompson's Decathlon, Green Beret*).

And he hasn't had much interference from the comic publishers.

'They've had a scenario and screenshots - it's had to be approved by them,' says Finnegan, an Ocean cofounder before he set up Special FX this year.

Batman film game next from Ocean

Ocean have just confirmed that in a year's time they'll put the caped crusader through his paces again in *Batman: The Movie*.

And it seems one good tie-in deserves another – because the Special FX programmers will likely be called in again. 'There's every probability it will be them,' says Ocean's Software Manager Gary Bracey.

The Warner Brothers film stars Jack Nicholson as the Joker. It's expected to be released in the States in July, and here in the autumn of 1989.

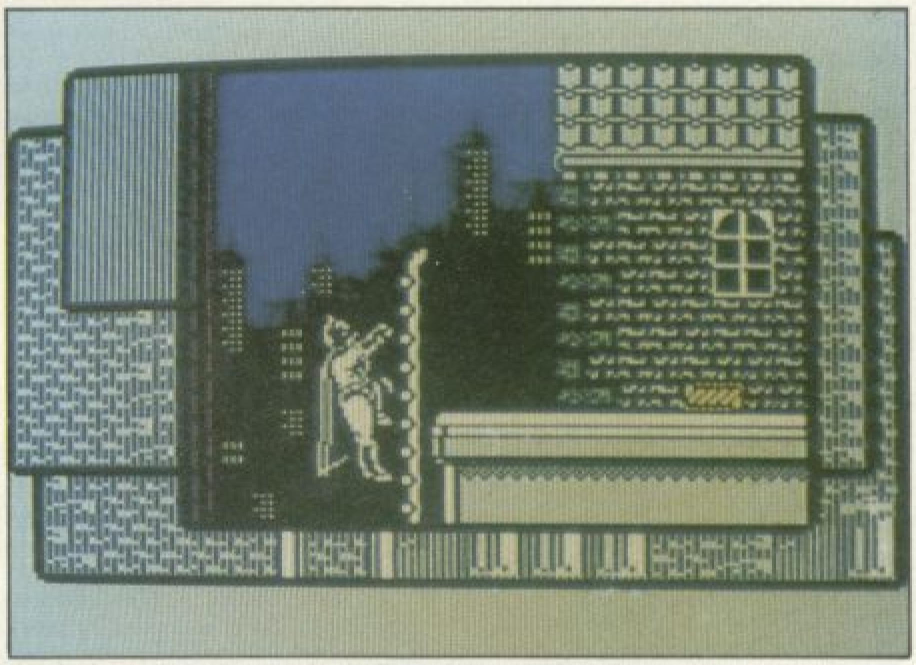
But it was the Special FX programmers who played down the violence.

Whatever, *Batman* should do well as it joins *Operation Wolf* and *RoboCop* in Ocean's Christmas line-up.

The comic itself is high in the charts. Publicity for the forthcoming Warner Brothers film is growing. And Titan Books say their grim graphic novel *Batman: The Dark Knight Returns* is 'still a title that sells' almost two years after its release.

So despite the depressing message of another Titan graphic novel – Alan Moore's *Watchmen* – it seems old superheroes never fade away. They just get turned into licences.

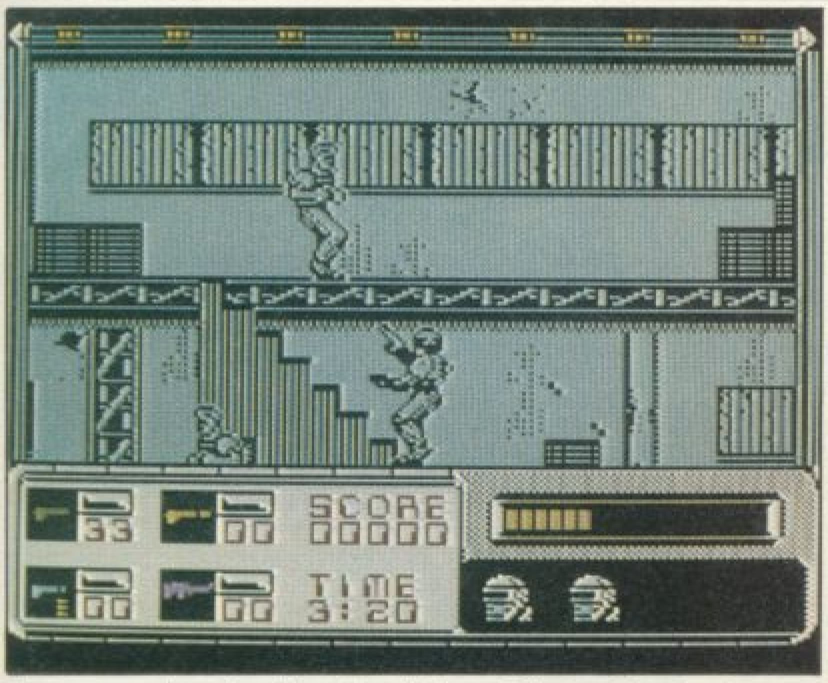
■ *Batman* will be released on Spectrum, Commodore 64 and Amstrad CPC at the end of October. 16-bit versions – for Atari ST, Commodore Amiga and IBM PC-compatibles – will follow before Christmas. Holy hits, Batman!



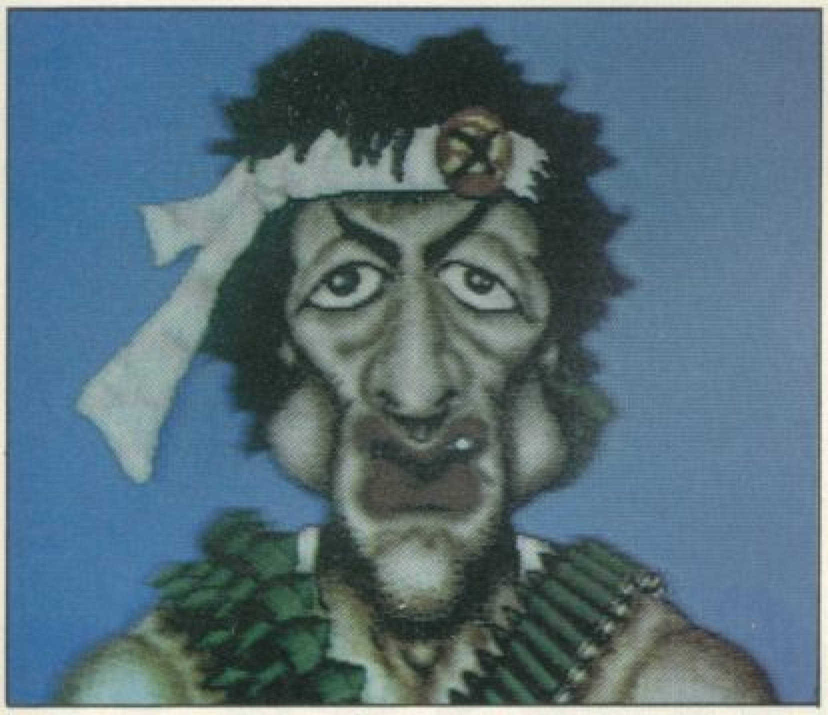
Overlaid screens give a comic-book effect, while grey/blue colours conjure up the spirit of the superhero – Spectrum screen



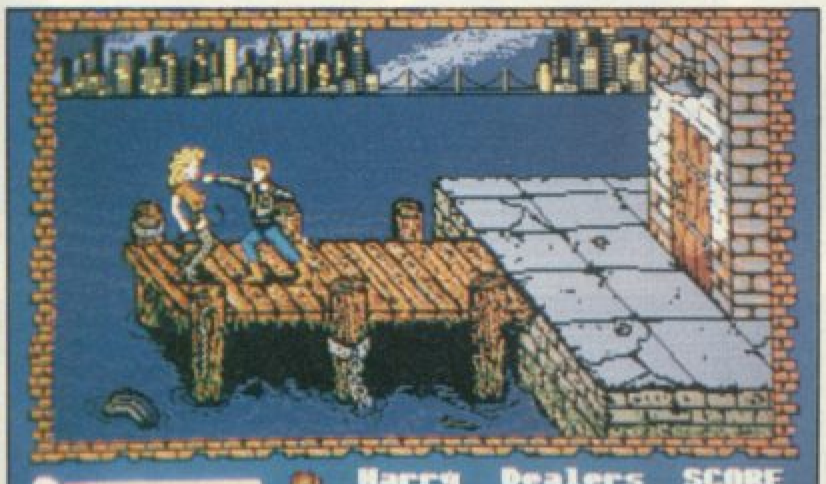
Lots of kicks, but no killing – Atari ST screen



The mean, mad man/machine of movie licence RoboCop (Ocean) – Spectrum screen. Feature, page 108.



Sylvester Stallone is Rambo in Spitting Image (Domark), licensed from the satirical TV show – Atari ST screen. See our comp this issue.

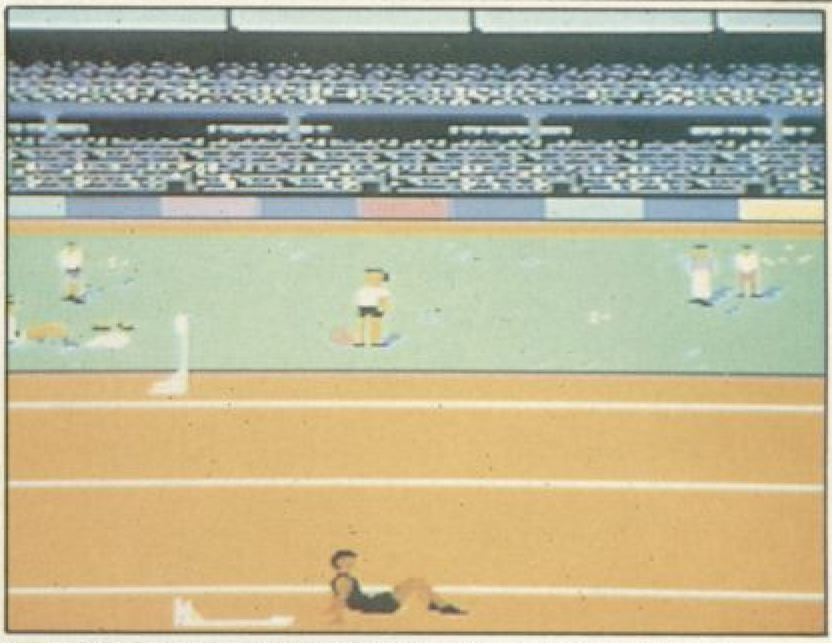


Go ahead punk, make my day: 'Devilish vamps crack their whips, pitiless skinheads and chainsaw maniacs shed innocent blood.' And that's only the programmers.

Manhattan Dealers is a 16-bit extravaganza from Silmarils, combining strategy skills with good old GBH – all in the name of the law, of course.

You're Inspector Harry, cleaning up New York (well, 45 different screens of it) by seizing all the drugs smuggled into Manhattan.

Atari ST (shown here), Commodore Amiga and IBM PC-compatible versions will be out in November; expect the big three big 8-bits in February. And see our competition this issue.



Up to eight players compete in The Games – Summer Edition, from US Gold/Epyx. And there are eight events plus Chalk Talk, a special coaching section. Represent your favourite country (choice of 24), analyse your skills with the slow-play option. Just stay off the steroids in that quest for a high score. Commodore 64 screen shows the hurdles event.

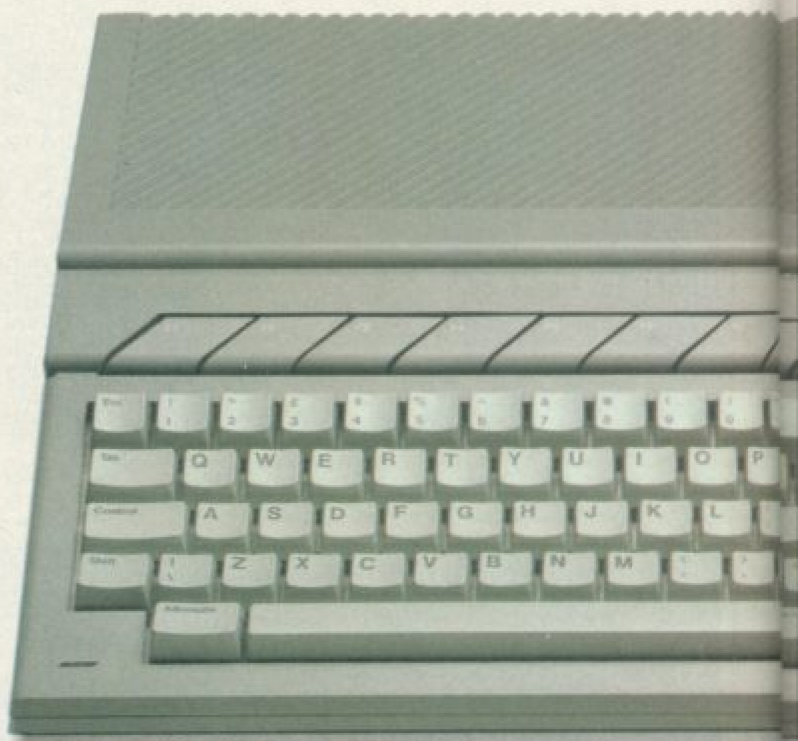


Mean little puckers: Powerplay Hockey (Electronic Arts) pits the player against a US or Soviet team, with 'all the aggression' included. Commodore 64 screen – and that's the only format so far.



This one sucks. Blood. Microdeal's Fright Night gives you just one night to give everyone in the house a love bite from beyond the grave. Play for big stakes on the Commodore Amiga arcade version, or try the adventure Fright Night on Amiga or Atari ST (ST screen here).

The Atari 520STFM.



Of £450 wort



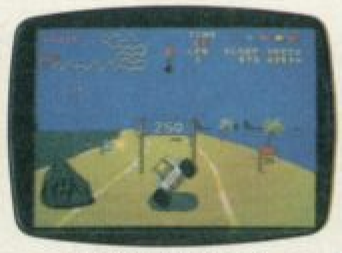
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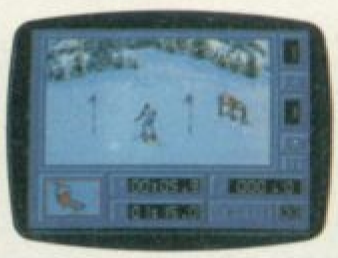
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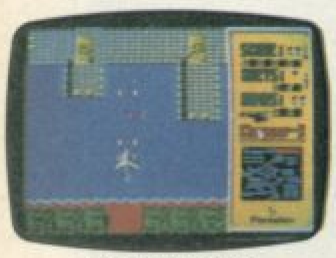
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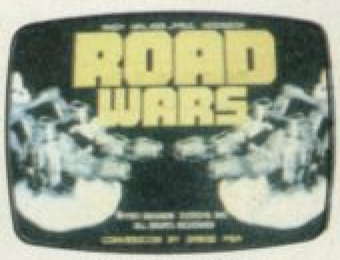
EDDIE EDWARDS SUPER SKI. £19.95
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IKARI WA



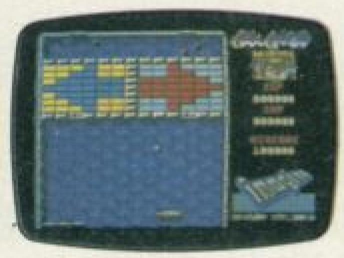
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ROADWARS. £19.95
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BLACK

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"We are not amused"

Another DASTARDLY DOMARK comp

But you will be when you win this rare trip to the Spitting Image factory . . . PLUS a chance to get a puppet of yourself!



© Spitting Image Productions Ltd 1988

The Sharon Spit Column

Every Thursday in The Daily Patriot

Gawd bless ya, Queen Lizzie! You're a national institution!?!?!?!

But doncha get just **SICK** when those rats in the gutter press, like this so-called TGM, make a mockery of our lovely Royals?

And as for that *Spitting Image* on the telly, a little bird tells me they're adding insult to injury – by making it a **COMPUTER GAME**!!???!!!

Seems some unpatriotic fellows called Domark – sound like Reds to me – have got an 'official licence'.

And as if that isn't bad enough, they're **GIVING AWAY** a visit to the dodgy factory where those *Spitting Image* pervy puppets are made!

All you have to do is fill in lovely Lizzie's speech bubble and send it in to The Gutter Magazine by November 17.

The **WINNER** gets an all-expenses-paid trip to Limehouse Studios on Saturday December 17. Seems they'll get a tour round the puppet factory and the studio plus plenty of nosh.

Do these dirty Domarks really think that's good enough for decent Britons?!!?!?!?

Grand final

Huh! 'Grand', eh? Give me good old-fashioned Buck Pal anytime! And you can quote me on that, *Pal*! (Geddit?!?!?!?)

You can't get much lower than this so-called 'grand final'. Seems the 'winner' of this catty compo gets more than just that tacky tour – they also have to read out a *Spitting Image* script, imitating the puppet of their choice.

If they beat the 'winners' from other magazines they get a 'unique' *Spitting Image* puppet of themself.

Serve 'em right!

What a cheapo Christmas present for our chums with the crowns.



STOP PRESS!

Spitting prizes for runners–up!

It's official – runners-up in the TGM/Domark *Spitting Image* compo can receive books, videos and slippers!

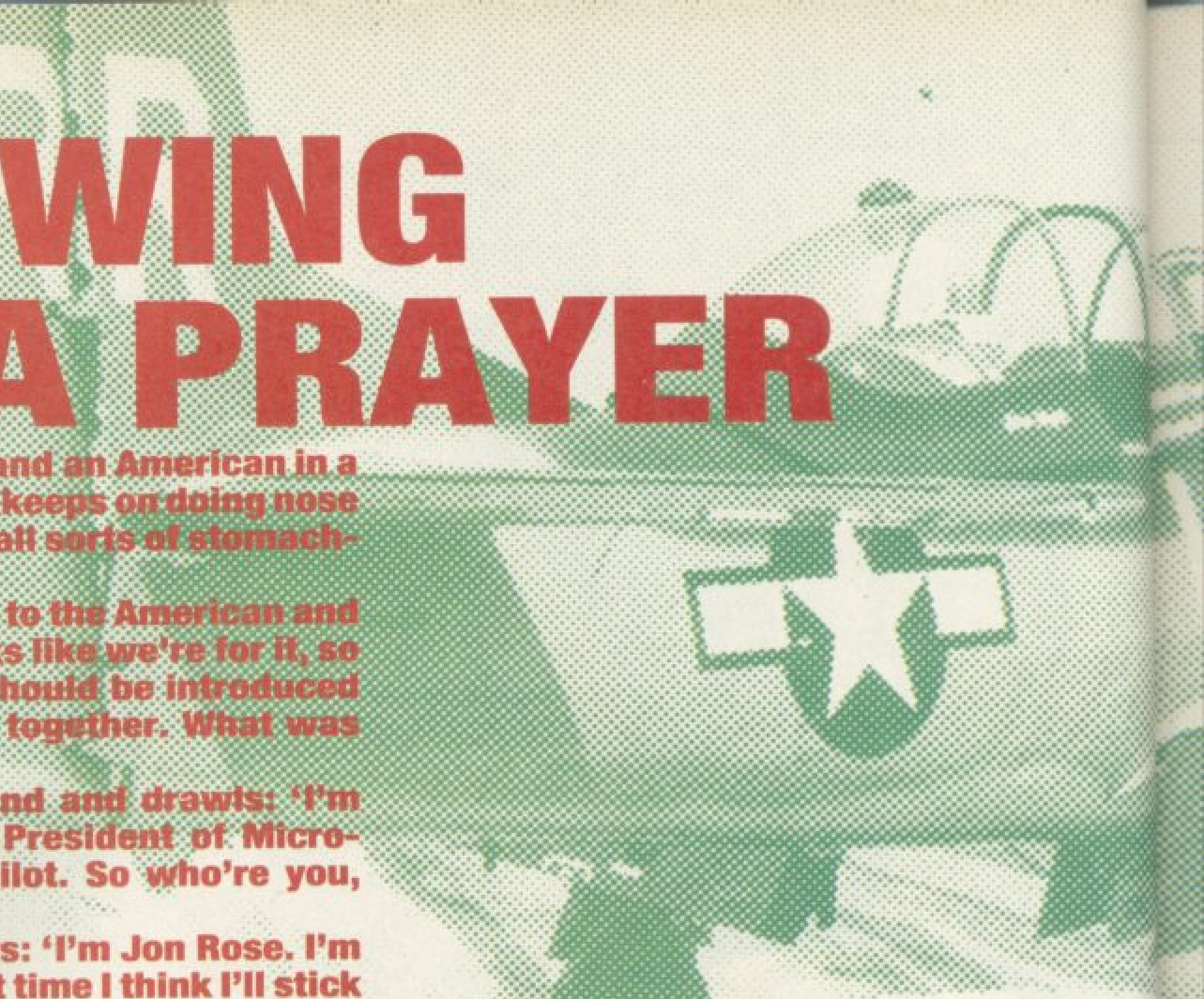
- The top two runners-up get a *Spitting Image* book, a *Spitting Image* video and a pair of *Spitting Image* slippers.
- The next three get the book plus the video.
- And the next 15 get the book.

Send your entries to WE ARE NOT AMUSED COMP, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB* to arrive by November 17.

If you don't want to cut up the mag, just complete the Queen's speech on a postcard or the back of a sealed envelope – and don't forget to include your name and address.

Competition rules as shown on the so-called 'contents page' apply???!!!!??

ON A WING AND A PRAYER



There was an Englishman and an American in a plane, right? And the plane keeps on doing nose dives and wip-a-wills and all sorts of stomach-churning manoeuvres.

So the Englishman turns to the American and says 'well, old chap, it looks like we're for it, so to speak, so perhaps we should be introduced if we're going to wipe out together. What was your name again?'

The American turns round and drawls: 'I'm Wild Bill Stealey. I'm the President of MicroProse. And I'm also the pilot. So who're you, buddy?'

And the Englishman says: 'I'm Jon Rose. I'm the Editor of TGM. And next time I think I'll stick to simulations.'

Monday, August 22, 1400 hours. Place: an airport somewhere in the state of Maryland. It's 80° Farenheit, but the sweat on the faces of an unlikely group of British journalists is not just because of the temperature. The time has arrived to go fly a kite with Major 'Wild' Bill Stealey.

Stealey is MicroProse's President, but he's also a United States Air Force reserve advisor to the Pentagon. His company produces famous flight sims, but his favourite toy is the real thing – a 1955 T-28 Trojan acrobatic Navy plane, called *Miss MicroProse*.

He wants MicroProse to be a $100m (£60m) company by 1990, partly so he can buy another aircraft. And if you think flying a civilian light aircraft is an expensive hobby, wait till you hear the sums involved in keeping *Miss MicroProse* airborne.

To buy? A mere $1m (£600,000). To keep her flying for a day? About $100,000 (£60,000).

Some of us claimed, with false fixed grins, that we really *were* excited by the prospect of looking at the world upside down with the canopy blown open. But others were discreetly looking for the washrooms.

To wear away our slim feelings of safety, the first thing Bill waved our way was a disclaimer form. *I, the undersigned, acknowledge that anything that might happen whilst airborne with Major Stealey, be it death, mutilation, or good old-fashioned panic attack, has nothing whatsoever to do with MicroProse.*

Stewart Bell, the software house's UK Managing Director, stood on the right-hand wing in his flying suit and beamed down. He seemed like a benign dentist about to witness the pain of his patients because it was all part of the job.

But we all knew the real reason he was smiling. In his own words: 'I've never been up, and I'm never going up.'

As for Wild Bill – well, if Stealey was enthusiastic at the best of times, he was positively manic now. Having just returned from a ten-day wilderness survival course with his son, also called Bill, the Major was firing on all cylinders and just itching to get into the wide blue yonder.

Fear and loathing

John Minson, a freelance journalist, was the first to volunteer. 'I just want to get it over with,' he admitted.

Stealey slapped a broad arm over Minson's shoulders as he guided him towards the plane, gesturing for the rest of us to follow.

'How you feelin', John?'

'Terrified,' Minson replied politely.

Getting into the cockpit was no easy task. There are handholds on the T-28's wing, but the cockpit is tiny and Minson couldn't move for buckles, straps and sticks. He made it, however, while the rest of us clustered around on both wings

Stealey began his preflight briefing, and you had the impression he'd done it many, many times before.

Having explained the various controls, the Major turned, lovingly, to safety procedures. 'If I have a heart attack you've gotta know how to get clear of the aircraft.'

Minson blanched.

'Am I covered for this sort of thing?' asked the hapless hack.

Stealey continued regardless.

'To open the canopy you hit that yellow button there. Keep your hands clear of the canopy, and do not put your hands outside or the air will pull you out. You got that?'

Minson nodded.

'To fall clear of the aircraft, crouch on the seat and dive sideways out of the cockpit. Once in the air, pull your ripcord. Easy. Just like fallin' off a log.'

Minson smiled wanly.

'I'm not sure about this . . . '

'Whatever you do, don't stand up on

"If Stealey was enthusiastic at the best of times, he was positively manic now"

get blown back and hit the tail of the plane. If you touch that button there, you'll lower the gear and we could crash. If you touch that button there, that's the ejector seat. I'll see you in the sea.'

Minson's pounding heartbeat could have set off a defence system itself. 'Christ, I'm not moving!' he breathed.

The briefing seemed to go on for ever, and by the end of it everyone looked completely bemused.

'Okay, we're ready to roll!' Stealey finally announced, climbing into the cockpit in front of his unwilling passenger.

Like a dying man, Minson seemed to be trying to find one last profundity to utter to the world before being cast into the blue abyss.

'Say only this of me . . . '

But it was too late. Stealey had flicked the ignition and the mighty prop chattered into noisy life, exhaust ports vomiting grey, oily smoke.

'You're dead!'

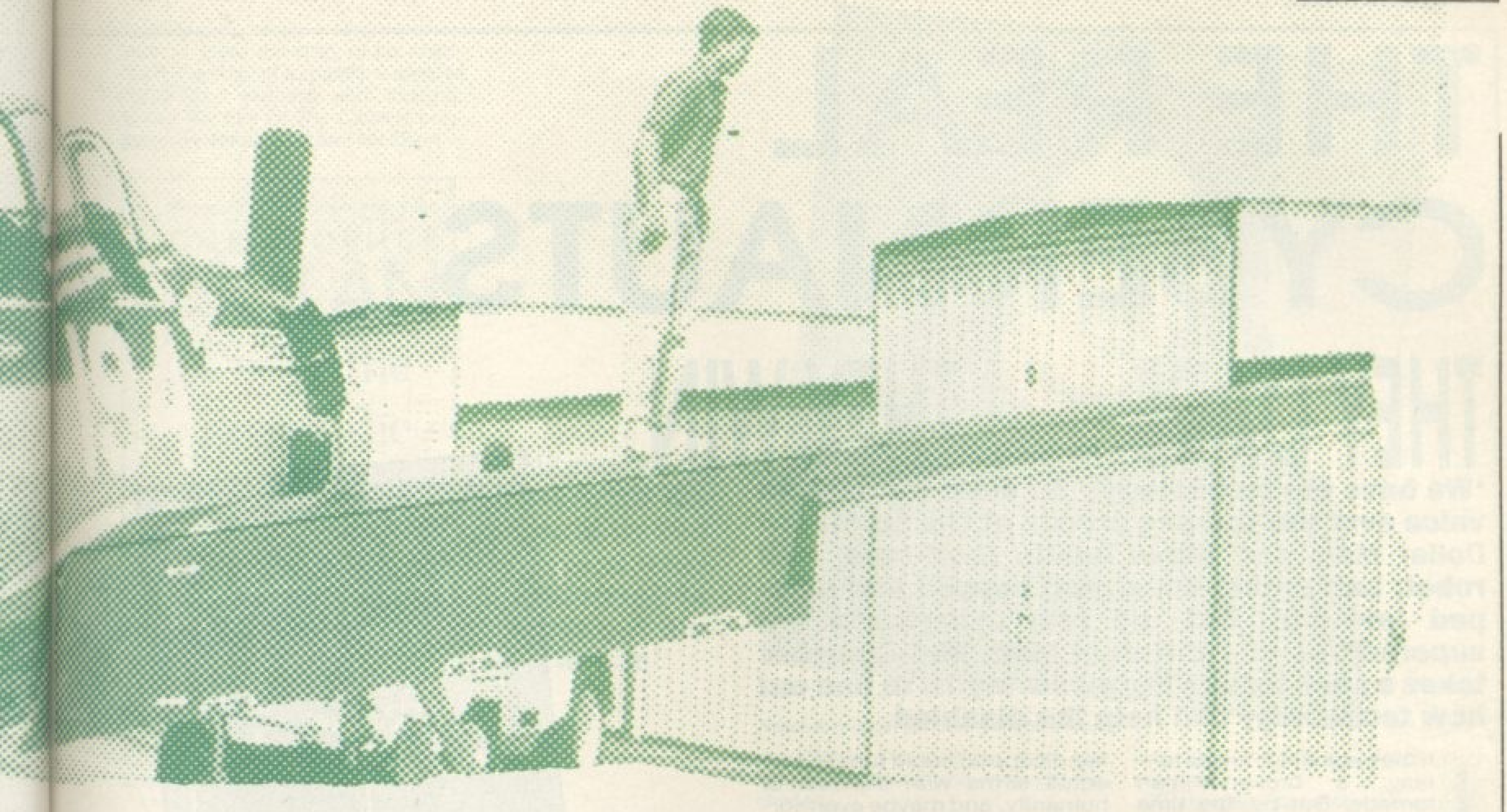
There was no escape: MicroProse's itinerary sheets informed us that *all* journalists were due to fly with the Major. But two of us simultaneously saw our chance of salvation. We both had back problems. That's right – yellow streaks were running down them.

And another plane was about to go up, to take snaps of Wild Bill's T-28 in midflight. It was a pathetic little Cessna, which the Trojan could have eaten for breakfast.

But it was just possible that if we took the Cessna we would escape the ordeal of flying with Stealey. We scrambled unashamedly at the chance, and by the time we took off in the spotter plane, Minson was already coming down.

Banking sharply over the bay, us three cowards in the Cessna primed our cameras in anticipation of aerial acrobatics from the Major.

The visibility was perfect, but there was no sign of the ex-Navy training



plane, coloured a distinctive blue. The pilot had established radio contact with Stealey, but we still couldn't see him.

'I don't see you.'

Then Wild Bill's voice came over the radio. 'I'm right behind you. You're dead! You're dead!'

The T-28 rocketed past from behind, performing a perfect victory roll as it went.

'I'm outta control! We're goin' down!' we heard Wild Bill yell.

The Trojan nose-dived to a point below us, then turned and started to quickly climb.

We were all silently thankful for being in the one plane that *wasn't* capable of high-speed acrobatics.

The Navy plane found us once more, Stealey carefully staggering his flight so that his aircraft was flying parallel to us.

'Ask the Major to open the canopy and put the gear down,' I said.

Our pilot obliged. The figure behind Stealey in the open cockpit appeared to be sitting rigidly bolt upright. Nobody ever told Antony Jacobson that publishing Commodore magazines would involve this . . .

'We're goin' up!' the Major roared, his brain still clearly in the cinematic world of *Mosquito Squadron* and *Top Gun*. And up he went, in a perfect loop-the-loop, Jacobson and all.

By the time we reached terra firma, the spectacle of watching Stealey 'havin' a good time' had churned the hash browns of breakfast time and turned the double sunny-side-up eggs in my stomach into a an uneasy, puke-inducing mix.

Stewart Bell greeted us cheerily on the ground, although there was some urgency in his voice.

'Come along, hurry up, you're next.'

Surely some mistake? But no. How foolish to think there would be any place you can escape destiny!

Jacobson was wobbling about on the runway like a Mexican bean that had been pushed too hard. There was a definite quiver in his upper lip. 'I'm okay, okay,' he was saying, to no-one in particular.

Stealey afterwards revealed that 'okay' was the only word Jacobson uttered, mantra-like, throughout his entire gruelling flight.

Another journalist was sent up, and while we waited with dry mouths, Stewart Bell proved to be the perfect wind-up merchant. Safe on the ground and knowing there was no chance that *he* was going to be sent up, he turned his attentions to stories of crashes, near misses and metal fatigue.

'I'm amazed the plane's still flying' he confided. And then, just to make it a little easier, he commented 'Bill's a very good pilot'.

When the latest victim arrived on the ground he was grinning like a Cheshire cat. Five down (or up), one to go.

By now the group of journalists had polarised into two camps. Those who had been up (ie everyone except me) had curiously changed their attitude from bowel-loosening horror to swaggering, sickening self-confidence. Now it was my turn to say 'I have known fear and would like to taste some . . . '

Spirits up, breakfast down

Strapped in the rear of the cockpit, I knew that there was no going back. But the fear seemed to evaporate in the bright sunlight, and I knew nothing could happen to Wild Bill.

Fate wouldn't dare touch a man with such unashamed bravado – I hoped. And, I mused as we sped down the short runway, if you *had* to go to flying in an acrobatic aircraft I couldn't think of anyone better to go with than Major Bill.

The Trojan banked slowly while maintaining a slow climb. Wild Bill's voice came over the intercom.

'You alright there, Jon?'

Determined not to fall into the Jacobson 'okay', I replied with British decorum: 'Yes, fine.'

"Nothing could happen to Wild Bill. Fate wouldn't dare touch a man with such unashamed bravado – I hoped."

"If you touch that button there, that's the ejector seat. I'll see you in the sea." – Wild Bill Stealey

Suddenly the plane climbed steeply, banking at the same time. The pressure of the g-force combined with a curious sensation that the ground had fallen away, to create an alarming but not unpleasant effect.

'You see my house down there, Jon?'

The Trojan rolled more violently, the left wing virtually pointing to the ground.

'I see it!'

The plane came round again, tipping over on the other side.

'Take the stick,' he barked, and I obliged.

'You got control.' Great.

The first thing I noticed, flying the T-28, was how responsive it is. A minute tug on the stick was instantly translated into pitching or rolling motion. The feeling of power was awesome, and I suddenly sensed the kinda stuff Major Bill must be made of.

'You wanna do some funny stuff?'

'Like what?'

'A wip-a-will.'

Not having a clue what a wip-a-will was, I agreed. I soon learned.

The manoeuvre involves pulling the nose up and then, in the middle of the climb, pitching off so that the Trojan effectively 'falls' on its side.

I did two wip-a-wills before Bill resumed control and turned in the direction of the airport.

'We're goin' in low to avoid snipers.'

I couldn't work out if the Major was serious or not, but when the Trojan pitched into a steep dive I guessed he was.

'Keep your hands clear of the canopy.'

The top of the plane slid back and an explosion of bracing air threatened to rob me of my helmet.

The descent from there on was rapid. And when we touched down I was, amazingly, keen to go up again.

Rolling to a halt on the runway, I had to agree with Bill. Turning, grinning, he performed a thumbs up.

'I kinda liked that.'

THE REAL CYBERNAUTS

THEY DARE ■ THEY WIN

'We have the technology!' So went the sombre voice over the opening credits of The Six Million Dollar Man, **and Steve Austin (half man, half robot, half cream doughnut) hopped and skipped into life. But the real cybernauts are superheroes of a different kind. Mel Croucher takes a peek behind the media myths to find out how technology can help the disabled.**

In the beginning, it was fantasy: a broken man remade. But by the time *Bionic Woman* – the spinoff from *The Six Million Dollar Man* – hit the screens in 1976, reality had caught up with fantasy. Cybernetic wheelchairs, hands and arms were available to American troops who had left bits of themselves behind in Vietnam. And the technology was soon adapted to the limbless children affected by the thalidomide disaster of the Sixties, when a sedative used on pregnant women did unforeseen damage to their babies.

But to say that cybernetics in the service of the crippled, the blind and the mentally ill is a new phenomenon is just about as daft as my esteemed colleague Stuart Wynne saying that the first true novel was written in 1740. (The first true full-length novel was written in the second century AD by the Roman Lucius Apuleius, and called *The Golden Ass*.)

Cybernetics has been with us ever since the Garden Of Eden, when Eve picked that apple from the Tree Of Knowledge using a snake-controlled artificial gripper-plucker. Since the first leper left without a leg to stand on strapped a pair of branches to her stumps, since the Emperor Nero enhanced his failing eyesight with a pair of prototypic specs, humanity has used artificial aids to relieve affliction.

The invention of the Braille system in 1834 was a sign of the mechanised revolution to come, as it enabled the blind to read and write using a simple machine. The invention of the phonograph in 1877, the analytical computer in 1948, and the first generation of working robots in the the Sixties all pointed to a time when the handicapped could function on equal terms with the rest of humanity, and maybe even surpass the able-bodied. That time has come.

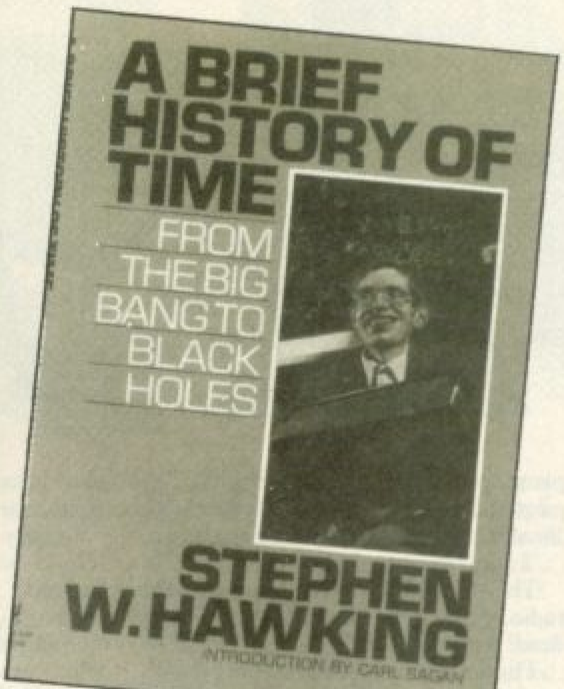
Meaning of life

Does anybody happen to know the title of the top-selling hardback book since June 16 this year? It's called *A Brief History Of Time* (publisher: Bantam), and it questions the nature of life, the universe and everything. It was written by Stephen Hawking, who's 46 years old, an expert on black holes, and a professor of maths at Cambridge University.



The fascinating thing is that a generation ago, Professor Hawking would have been called a vegetable. He's been fighting motor neuron disease for the past 25 years, he exists in a wheelchair, and his brain refuses to operate his limbs and voice box. He can't talk, he can't wash, and yet he has written one of the greatest philosophical works of our era.

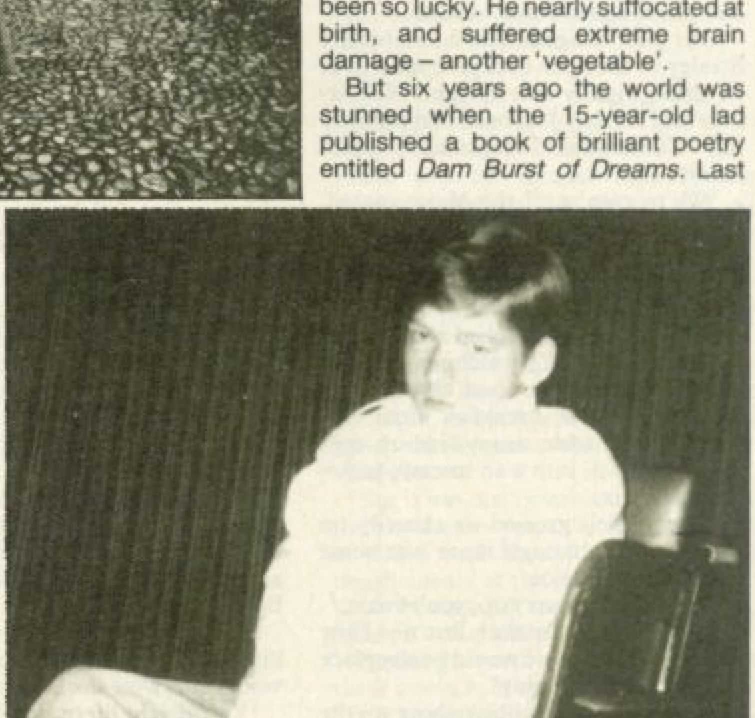
Hawking communicates through a computerised cyberthroat, a speech synthesizer that allows him ten words a minute, providing he can hit the right pads on his adapted keyboard. I have even heard him crack a joke, and believe me at ten words a minute he's still funnier than Bob Monkhouse.



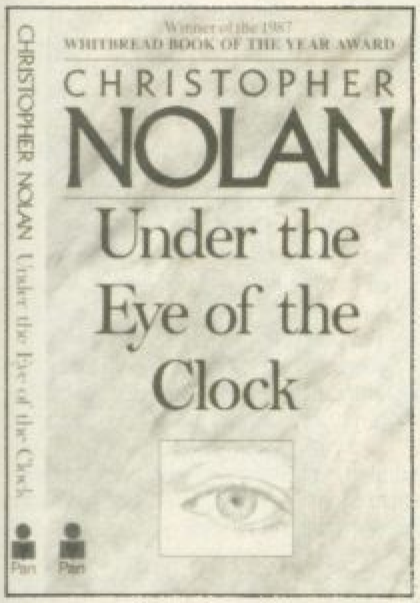
Stephen Hawking: trapped in a wheelchair, yet he wrote a major work of philosophy

I suspect that the professor would have been recognised as a great man even without the aid of computerised communication, but I doubt if the Irish genius Christopher Nolan would have been so lucky. He nearly suffocated at birth, and suffered extreme brain damage – another 'vegetable'.

But six years ago the world was stunned when the 15-year-old lad published a book of brilliant poetry entitled *Dam Burst of Dreams*. Last



year he wrote the story of his childhood; the story of a spastic, a story of humiliation, sadness and triumph. *Under The Eye Of The Clock* is published by Weidenfeld And Nicolson.



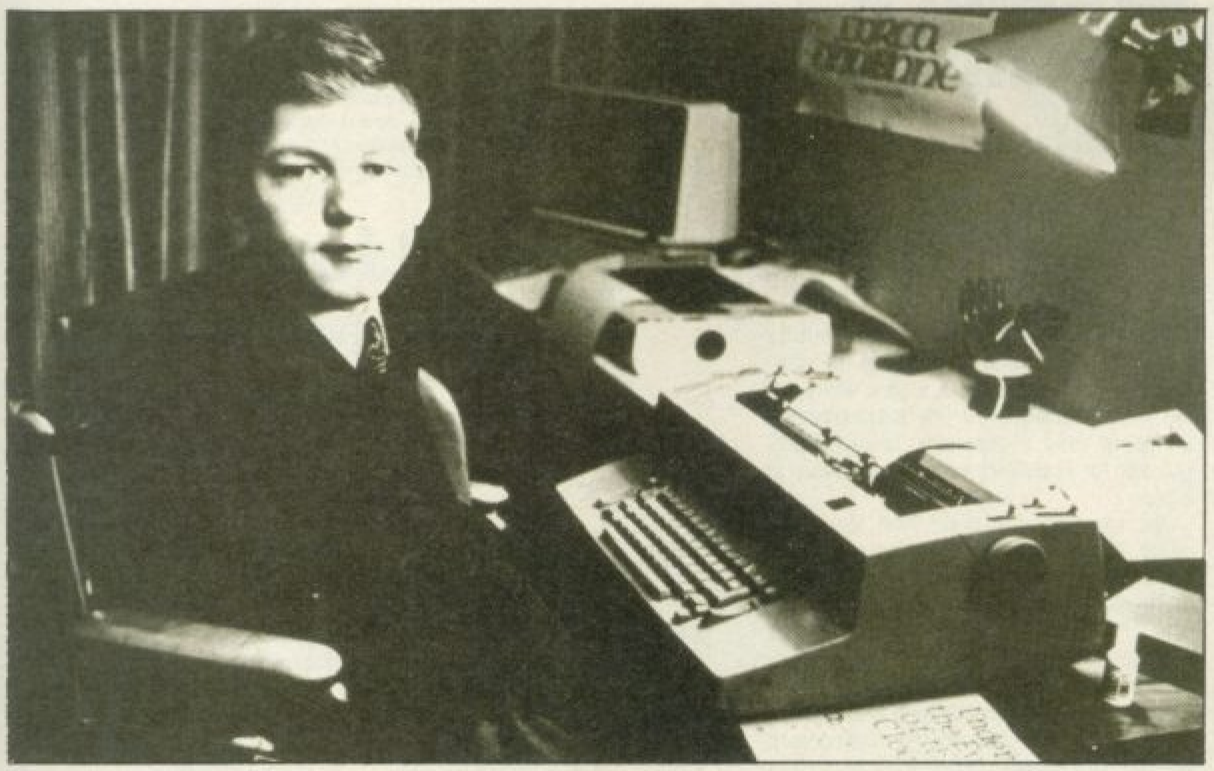
"For every brilliant mind liberated by the machine, tens of thousands never get the chance"



Aileen Armitage: successful blind novelist

Christopher Nolan is 'a mute, helpless cripple' who taps at his keyboard with a unicorn stick strapped to his forehead. He manages one keystroke about every 15 seconds.

I tried it out, it wasn't too bad. Then I got a pain in my shoulders, my eyes went funny and I remembered that Nolan twitches and slumps involuntarily every waking moment of his life.



Christopher Nolan: 'a mute, helpless cripple' found his voice in poetry at age 15

The severely handicapped can develop very special relationships with computers, relationships that are totally different from those an able-bodied or mentally 'normal' person makes.

Sometimes they use the machines to bridge the gap between their shackled existence and their creative desires. Sometimes they choose to exist only in the realms of electronic programs, where they can walk and talk and fight.

After all, it's safer in there, and they are at last able to be in control of something, if only a fantasy.

But for every brilliant mind that is liberated by the machine, there are tens of thousands who never get the chance.

"The severely handicapped can develop very special relationships with computers"

Making it work

Here's someone who ain't spastic or mute: Aileen Armitage, authoress of *Chapter Of Innocence*, published by Collins. It's a steamy little bodice-ripper . . . *the scent of hay and male sweat was strong and intoxicating. She made no move to stop him when his fingers fumbled with the buttons on her blouse . . . Bob put his lips to her breasts and . . :* (enough! - Ed).

Aileen wrote that on her word processor, which wouldn't be particularly noteworthy if she weren't blind. Computers are beginning to liberate the blind from their reliance on the sighted in the so-called 'world of work' – and I don't mean weaving tacky baskets, rattling guilt-money tins in shopping precincts and tuning the last of the nonelectronic pianos, I mean ordinary everyday work that any sighted person does.

Computers can help the visually handicapped in three ways: speech synthesizers, giant-scale visual display units and computerised Braille. They are all dead simple devices, and all highly effective.

Graham Stephens knows this better than most – he's a Cornish psychiatrist who stopped working for seven years after he went blind. Of course he already knew all about computers, but he felt that in dealing with other people's minds he just could not rely on a machine to help him. Then his ten-year-old daughter got hold of a BBC B micro and taught her blind old dad to program.

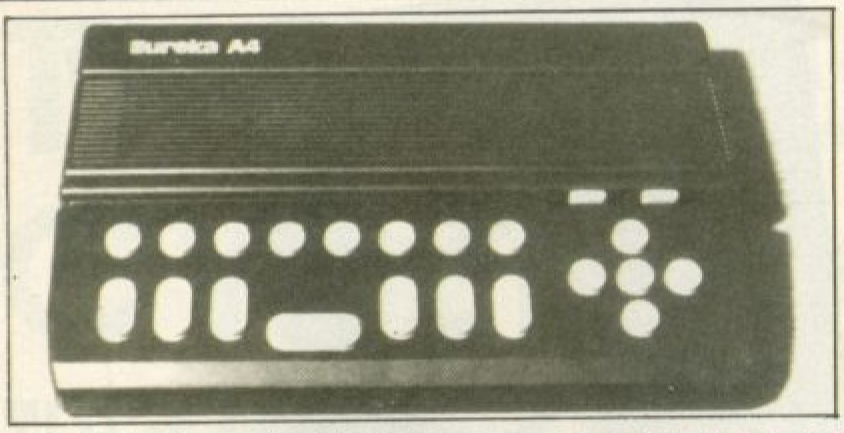
One day, a friend turned up with a speech synthesizer, and they all sat down and changed his life again. Stephens reckons 'I have probably got better notes and records that any doctor I know', and judging by most doctors' handwriting I don't doubt him at all.

But the great pity of this little story is that he didn't know that the software they slaved over for months was already commercially available. (There's a list of contacts at the end of this piece for anyone who wants help along those lines.)

And everyone knows that Stevie Wonder uses computers for his music, especially the slimeball who nicked them at the Nelson Mandela concert. But the hyperstar has just invested in a piece of kit called the Eureka, the first computer for the blind with a Braille keyboard input and a synthetic speech output.

It weighs in at about the same size and weight as a Sir Clive Sinclair's Z88 and costs a hefty £1,500, so Mr Wonder went and bought five of them. It wasn't particularly selfish, actually – he's been giving them away to the likes of Ray Charles.

Maybe the high price has something to do with the fact that they're imported from Australia, but there must be somebody reading this who can whack a Braille keyboard on one



Bridging the gap: the Australian-produced Eureka A4 is a 256K computer with a special keyboard for blind people, but it's more than that. It talks.

Synthesised speech gives the user information and help messages, and can even proclaim the room temperature in 'remarkably human' tones.

Diary, calendar, alarm clock, word processor, database, modem port, telephone directory and automatic dialler make the £1,500 box a complete kit for the visually impaired – and it can also be linked to an IBM PC-compatible to run PC programs.

The large buttons shown in the picture are for Braille input; a conventional typewriter-style keyboard can be added.

end of (say) a Commodore 64, whack a synth box on the other, write a few lines of program and produce it for less than a grand and a half. If you can, there'll be a small but very appreciative market out there.

Inner city blues

How many computers does the National Health Service provide for handicapped people? Right first time.

Like every other weak, 'nonproductive' minority group in this go-for-it society, the blind, mute and crippled are held in even lower esteem than the nurses who care for them, and rewarded accordingly with less than bugger all.

There are around 800 computers for the blind available from the National Health Service, almost all for ex-military personnel and practically none for autistic kids and geriatrics. You name 'em – they ain't got none. And so the charities step in. Unpaid volunteers, donations, dedicated amateurs, overworked professionals, you know the scene.

Down here in the fabled city of Portsmouth, I went to school with a lady named Maggie Winchcombe, who had the wonderful distinction of showing Prime Minister Thatcher around her centre for the disabled during the last election.

But someone at Tory High Command had blooped, the Centre had just been given notice to shut down facilities, and Maggie was wearing a red rose! Today, that centre is a registered charity called **Active**, using computers to help those of us who've been handed the bum deal mentally and physically.

Thanks to Active, one four-year-old has started drawing for the first time, using a micro. An 80-year-old has started talking again. A 30-year-old is writing a science-fiction novel.

On a national scale there are outfits like **Invalid Children's Aid Nationwide** (ICAN), which is raising £4 million to continue helping more than 3,000 young disabled, otherwise destined for the scrapheap of British life. And yet again, it is discovered that these kids are as intelligent as any of their sisters or brothers running about in the big wide world.

One youngster named Ian Martin uses the complicated word-processing software *WordStar* for his voluntary work, and he types slightly faster than I do (and I ain't bad). Yet Ian was born without hands.

We have the technology! Is it really too much to ask that some of that technology, and some of the billions of pounds spent on cybernetics in the death industry, be channelled into helping the handicapped?

CONTACTS

■ BBC Radio 4's **In Touch** helpline for the visually handicapped ☎ (01) 580-4444 on Tuesdays between 8.30pm and 10.15pm

■ **Research Centre For The Visually Handicapped**, Birmingham ☎ (021) 471-1303

■ **Active**, The Frank Sorrell Centre, Prince Albert Road, Portsmouth ☎ (0705) 737174

■ **Eureka** Braille computer: information from George Bell, Techno-Vision, Northampton ☎ (0604) 239363

Braille: a triumph of low technology

CYBERNETICS make the headlines, but for the world's 30 million blind people the solution is low-tech: Braille. A simple alphabet-like writing system of 63 different characters, Braille is used everywhere, in many languages, for everything from Shakespeare to signs.

Yet ironically the great leap for health came, like so many technological advances, from war; and as so often happens, the original invention has been credited to the wrong man.

It was in 1819 that a French officer, Captain Charles Barbie, devised his 'night writing' system for soldiers to send messages in the dark. Barbie's complicated method used dots on card or paper: each letter or number was represented by a grid of 12 dots, some of them raised, and the reader could tell by touching the raised dots which character was meant.

So far so uselessly complex. But within a decade the system was simplified by the young Parisian Louis Braille, a student and later teacher at France's leading school for the blind. And Braille gave his name to the new code, using a six-dot grid, which remains more or less the same today.

Special codes exist for scientific symbols, and for music. And a similar system called Moon type, in which the dots are arranged to roughly resemble the letters of the alphabet, is sometimes used for old people whose sight has failed after they've spent a lifetime reading.

Writing and reading

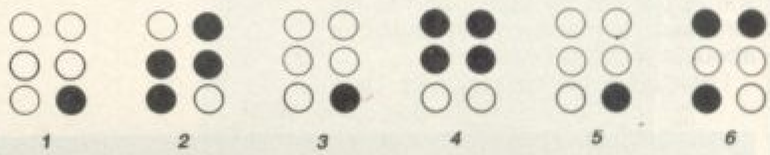
Braille is traditionally written by inserting a piece of paper between two plates. The top plate has small holes, in grids of six; the lower plate has small pits in exactly the same position.

So a pointed instrument poked through one of the holes will push paper down into the pit below, creating a raised dot. Of course, Braille must be written right to left because this writing creates a kind of negative image.

Typewriter-like machines are also available.

Yet perhaps the greatest piece of machinery involved in writing for the blind is the human finger, which has what scientists call a low 'two-point threshold'. This means the tip of the finger can distinguish between two raised dots as little as 2mm apart, whereas the human back – for instance – would feel them as one single object.

Cybernetics are the science of today and the future; Louis Braille, blinded while playing in his father's workshop at age 3, died in 1852 just days after his 43rd birthday. Yet he is buried in the Pantheon – the French equivalent of a tomb in Westminster Abbey – and the system named after him goes to show that sometimes we *can* get by without wires, microprocessors and the National Health Service.



The characters 'TGM' in Braille. Grids 2, 4, and 6 represent T, G, and M; the grid used in 1, 3 and 5 shows that the letter following it is a capital.

"The Eureka is the first computer with a Braille keyboard input and a synthetic speech output"

Lion lies down with lamb

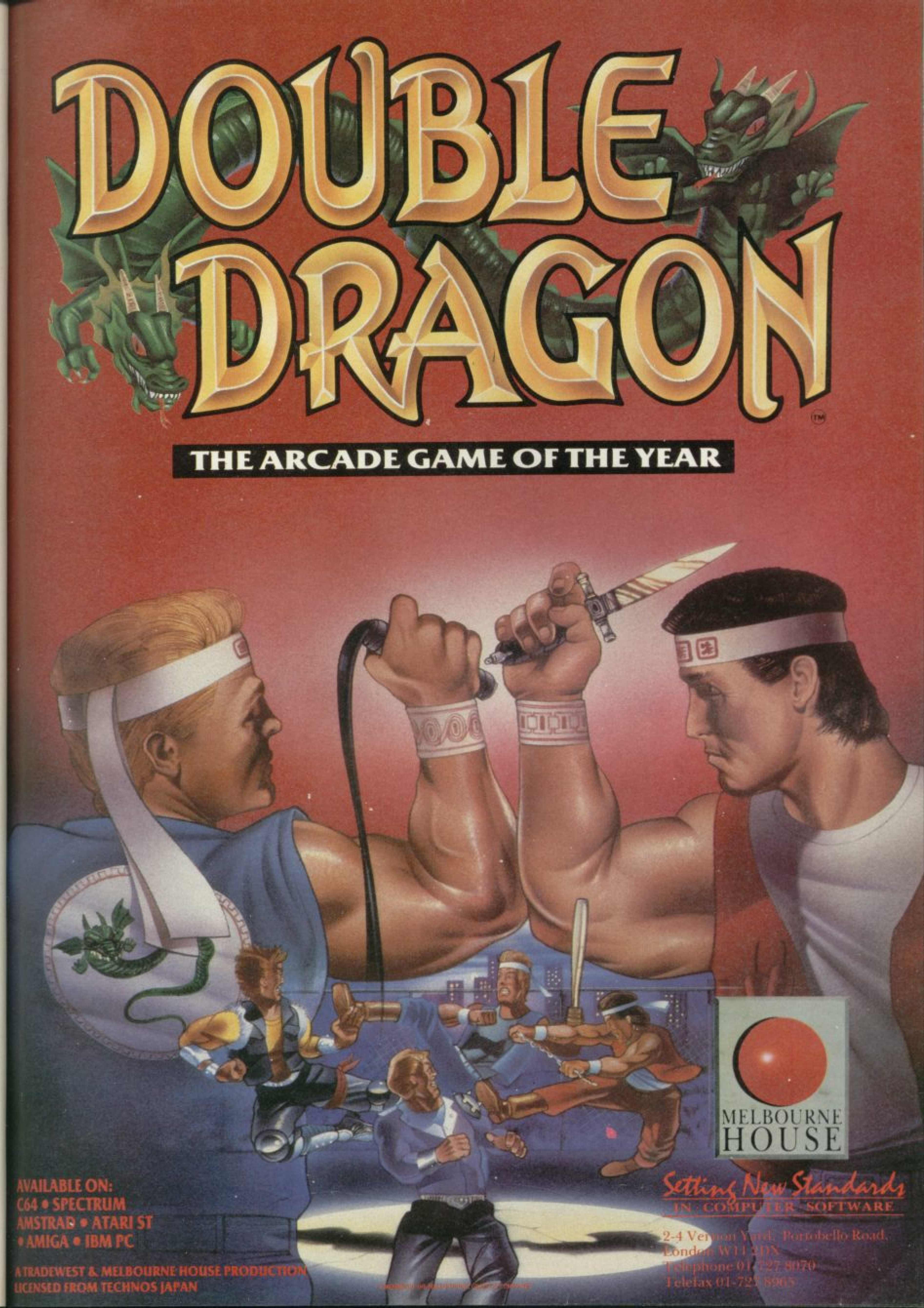
OVERWORKED, cash-strapped nurses may not find time on the night round to wonder what they've got in common with multimillion-pound defence contractors. But visit a fighter cockpit and you've got the answer: head-up displays and control panels.

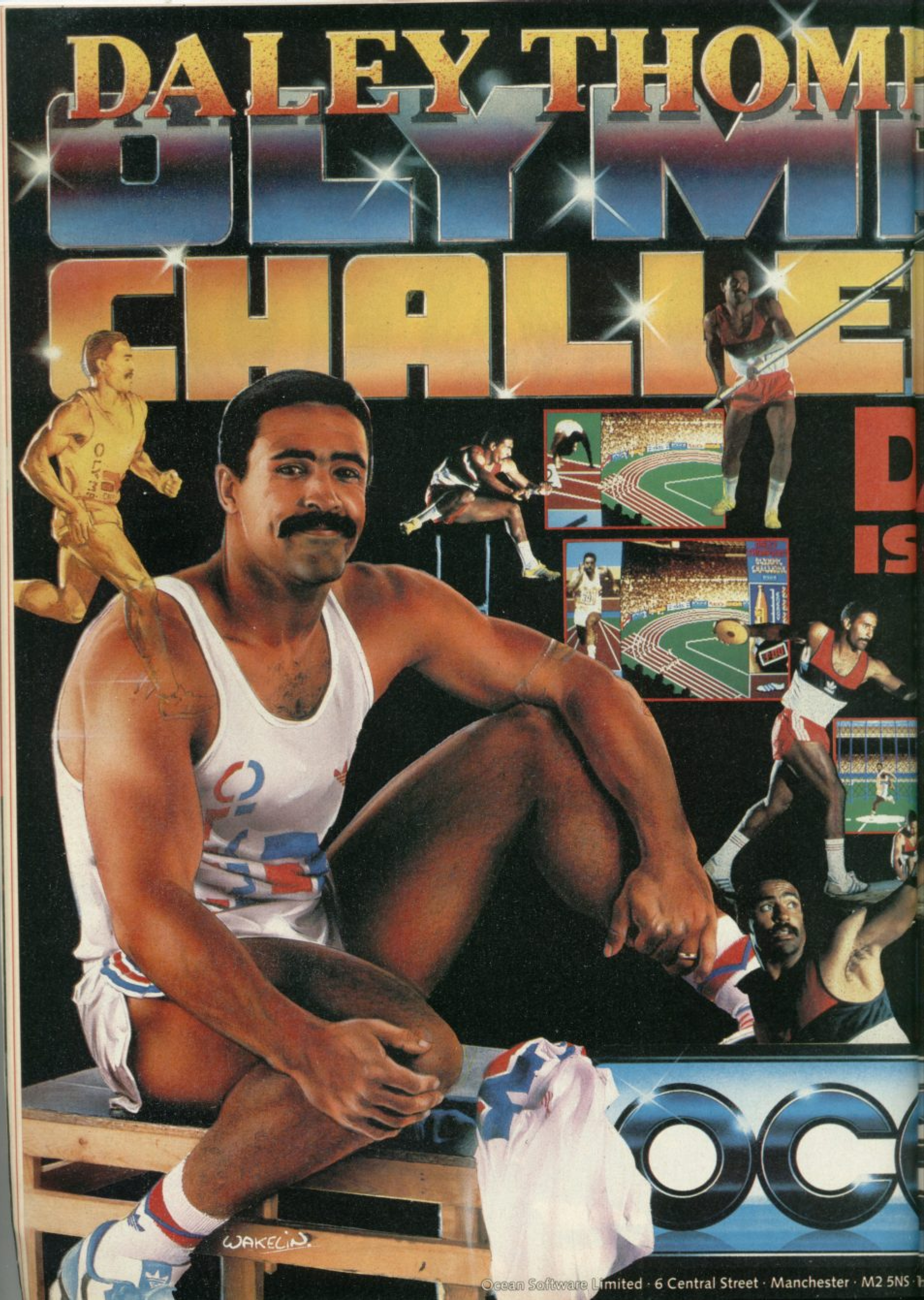
These consoles, sensitive to the slightest movement, were designed for easy control at the breathtaking speed of battle. But the same technology can be used to help disabled people who can't use their limbs fully – just like fighter pilots, though for different reasons.

Eyewatch, for instance, was developed by Marconi Space & Defence Systems and the Royal National Orthopaedic Hospital – both based in Stanmore, Middlesex. Used to help paralysed people control things like typing, it registers eye movement by sensing electronic impulses between the temples.

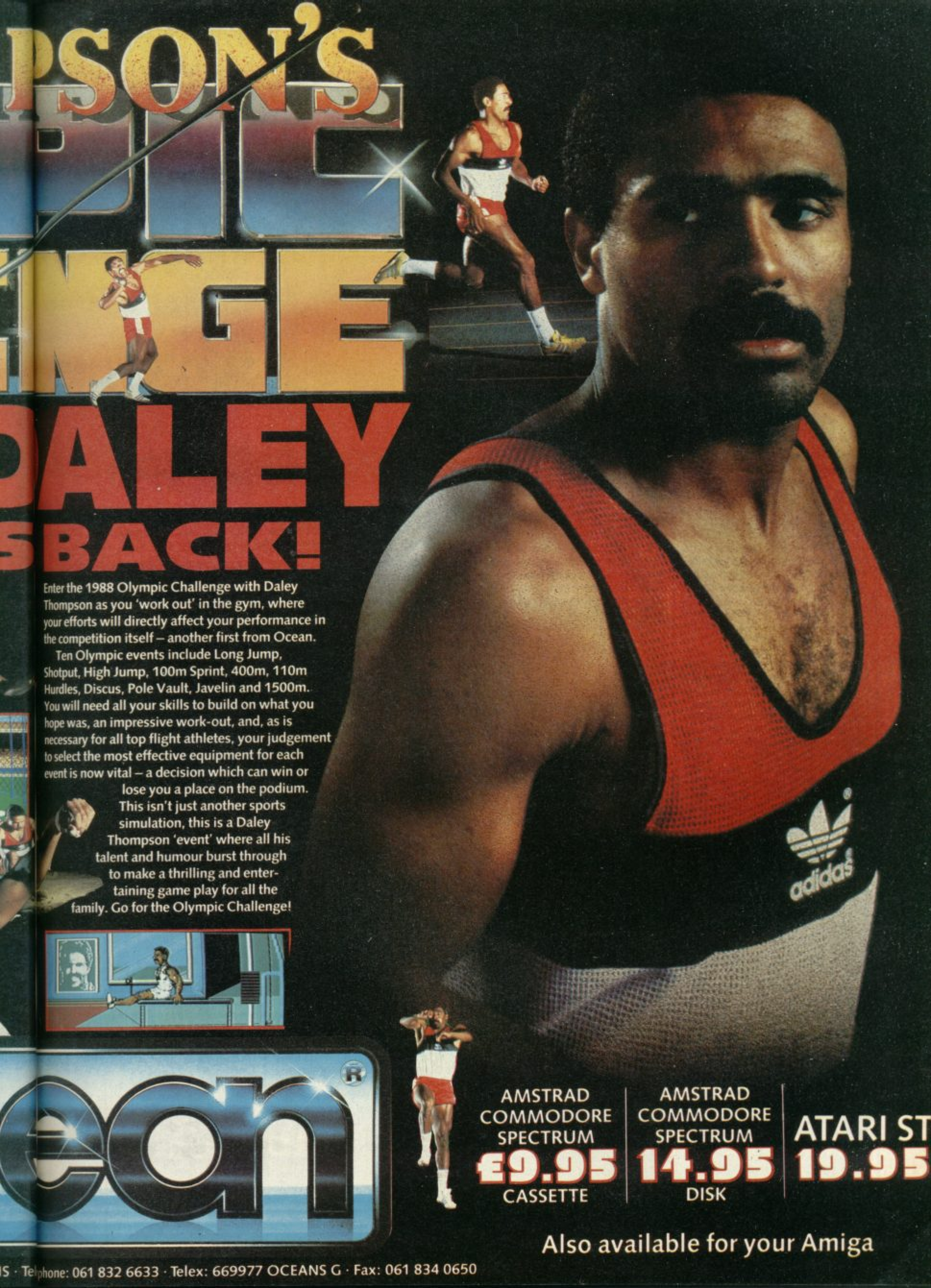
A similar system is *Headstart*, running on Apple Macintosh micros. (It was developed by Bit 32, not a defence firm.) *Headstart* users, usually paralysed from the neck down, wear a special headset with three ultrasound receivers, connected to the computer.

On top of the Mac sits an ultrasound generator, which transmits to the receivers on the head. By measuring wave distortion the receivers can sense how the head is turned. That's how the cursor is controlled – it's not much different from using a mouse.


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CONFRONTATION: COIN-OP

Robin Hogg has been out and about again doing his thing with slot machines. Both Altered Beast and The Main Event come under his watchful eye, as do a fistful of juicy contenders fresh from the Personal Computer Show.



The transformation screen where the hero makes a change

SLOT NEWS

ALTHOUGH currently a quiet period on the coin-op front, the recent PC Show had some interesting coin-ops on show, undoubtedly the most interesting being **Data East**'s *Robocop* game on the **Ocean** stand. Although it only had two levels to it, the game had some great sound effects, music from the film, suitably Japanese gobbledegook in between screens (naughty Ocean!) and better than average graphics despite the unoriginal but thankfully violent gameplay.

For now though, regular arcade-goers can content themselves with quite a few potential hit video games including **Capcom**'s *LED STORM*, **Konami**'s *Devastators* and **Atari** with their *Assault* coin-op. All of which should be making a tour of selected arcades as you read this. Less impressive at the PCW show include **Konami**'s fast but uninspiring *Cabal, Konami '88* (yet-another-sports-game) and *Legend of Kage* clone *Legend of Makaj*.

ALTERED BEAST

Sega

Like *Hot Rod* and *Ace Attacker* before it, Sega's latest coin-op *Altered Beast* takes a slightly different line to the usual 3D style of game. This must be one of the first coin-ops in which the hero of the game is dead to begin with!

The plot concerns the daughter of a powerful being who has been kidnapped and needs rescuing from the clutches of evil. Cue some rather nifty spell casting and the subsequent rising from the grave of a rather healthy looking corpse (or two if dual-play is chosen).

The first level of what is essentially a horizontally scrolling beat-'em-up is the graveyard. The particular stretch of the neighbourhood is infested with zombies, skeletons and other deadly denizens of the undead. A kick in the ribcage or punch in the rotting face normally does the trick but watch out for zombies who have particularly vicious right hooks – once you start losing energy you can say goodbye to one of those few precious lives.

Not all of the creatures are just their to boost your score however. White two-headed wolves prowl around the tombstones and if kicked in the head they leave behind power-up capsules. Collecting these causes the players lifeless character to grow in build and power in one easy step. Collecting enough of these capsules transforms the character into a wolverine beast, and with this affliction comes extra powers which include flaming punches and a flying kick to rival Bruce Lee.

At the end of the level an old man, complete with high-voltage fingernails appears. Undergoing a rapid transformation he turns into a gory demon which lobs heads at the players.



Left to right scrolling beat-'em-up in which your deceased persona fights undead monsters in a bid to rescue the daughter of a god

Showing this demon who's boss by sending it hell-wards sees the players take a well-earned rest before the next level. But (here comes the bad news) it's at this point that the old man pops up again, draining the players of energy.

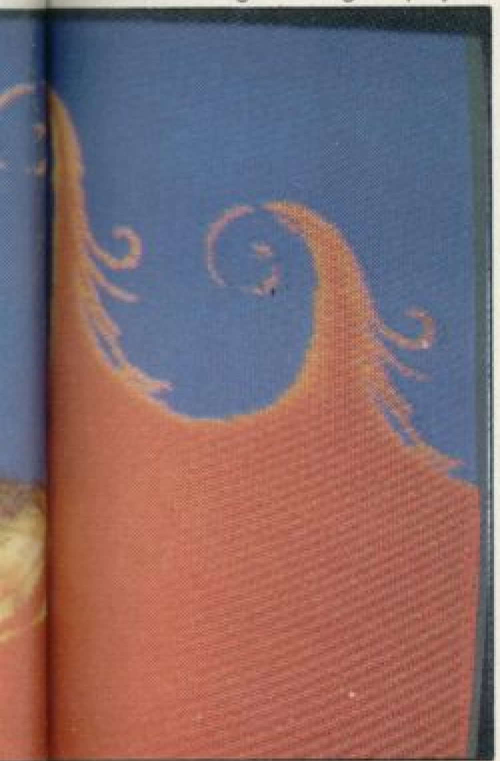
Future levels see the appearance of leaping rattlesnakes, globule creatures with a taste for heads, tail lashing bird-like demons on the wing and a lot more very wierd and not so wonderful monstrosities.

To even things out, the beast transformations get better and more powerful with each level. One level the players may take on the form of a wolf, the next a bear with a nice line in turning the enemy to stone and on another a flying dragon capable of hurling electric bolts.

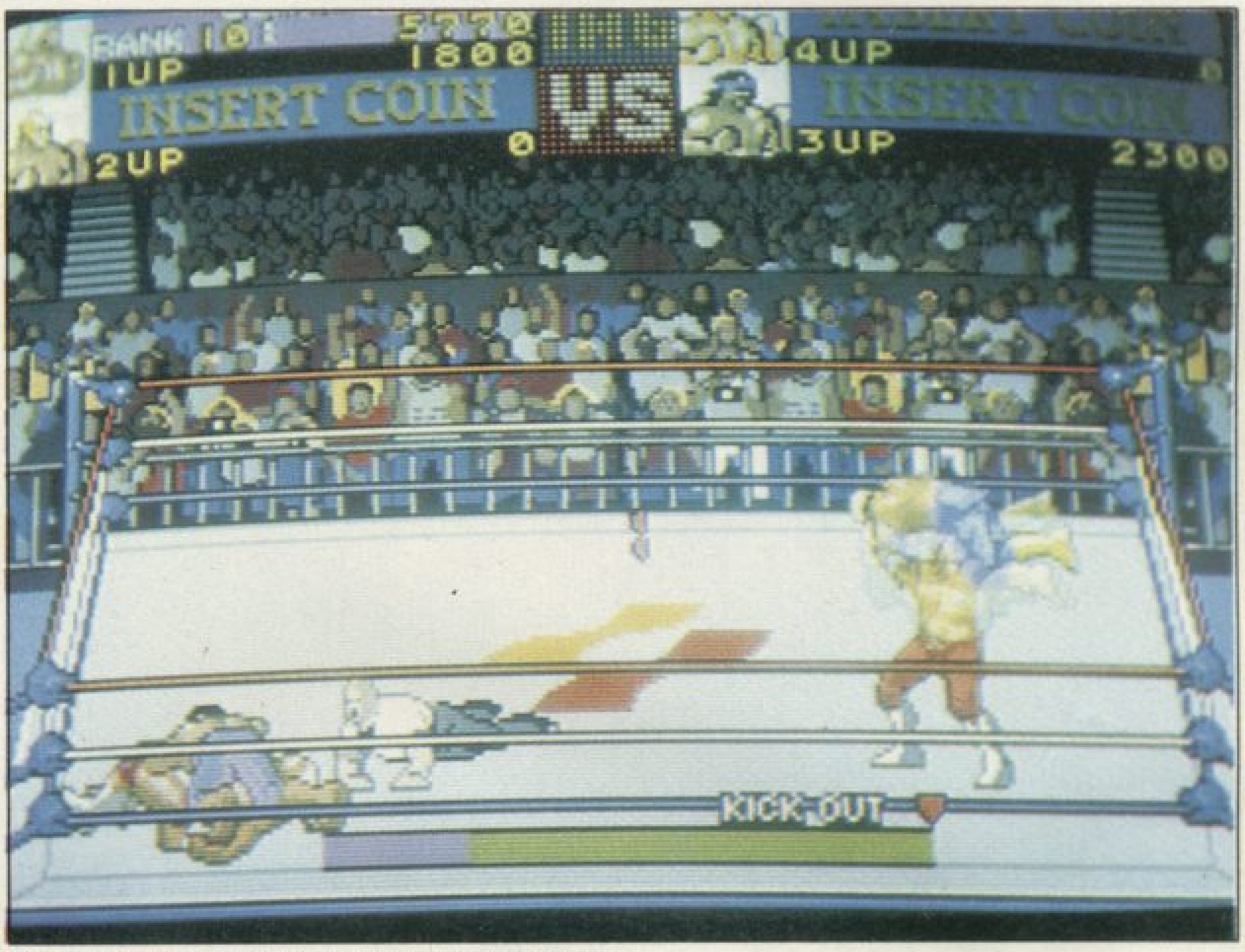
Each beast has its own method of attack and type of gameplay to master. this is where the game succeeds over traditional beat-'em- ups and offers variety of play,

particularly with two players in action.

Altered Beast is an interesting coin-op in that while not being a highly visual game like *Space Harrier*, *Out Run* and the like, it offers enough in its gameplay to



warrant a good play. If you spot the game in your local arcade give it a go and see what you think, also keep an eye out for the excellent 'attract mode' - the machine literally watches you if you leave it long enough!



Run rings round your opponent as you grapple for victory

THE MAIN EVENT

Konami

Much has been said of Konami's big release this quarter *The Main Event*, most of it concerning the ease with which the system transfers into *Gauntlet* machines. Now the coin-op is in the arcades and it could come close to rivalling Atari's classic in popularity.

The wild world of all American wrestling is the subject of *The Main Event*. Not a particularly original subject you may think but Konami have turned it on its head by introducing the four player option and causing chaos as a result. If you thought *Gauntlet* got hectic in places then take a look at this totally physical coin-op!

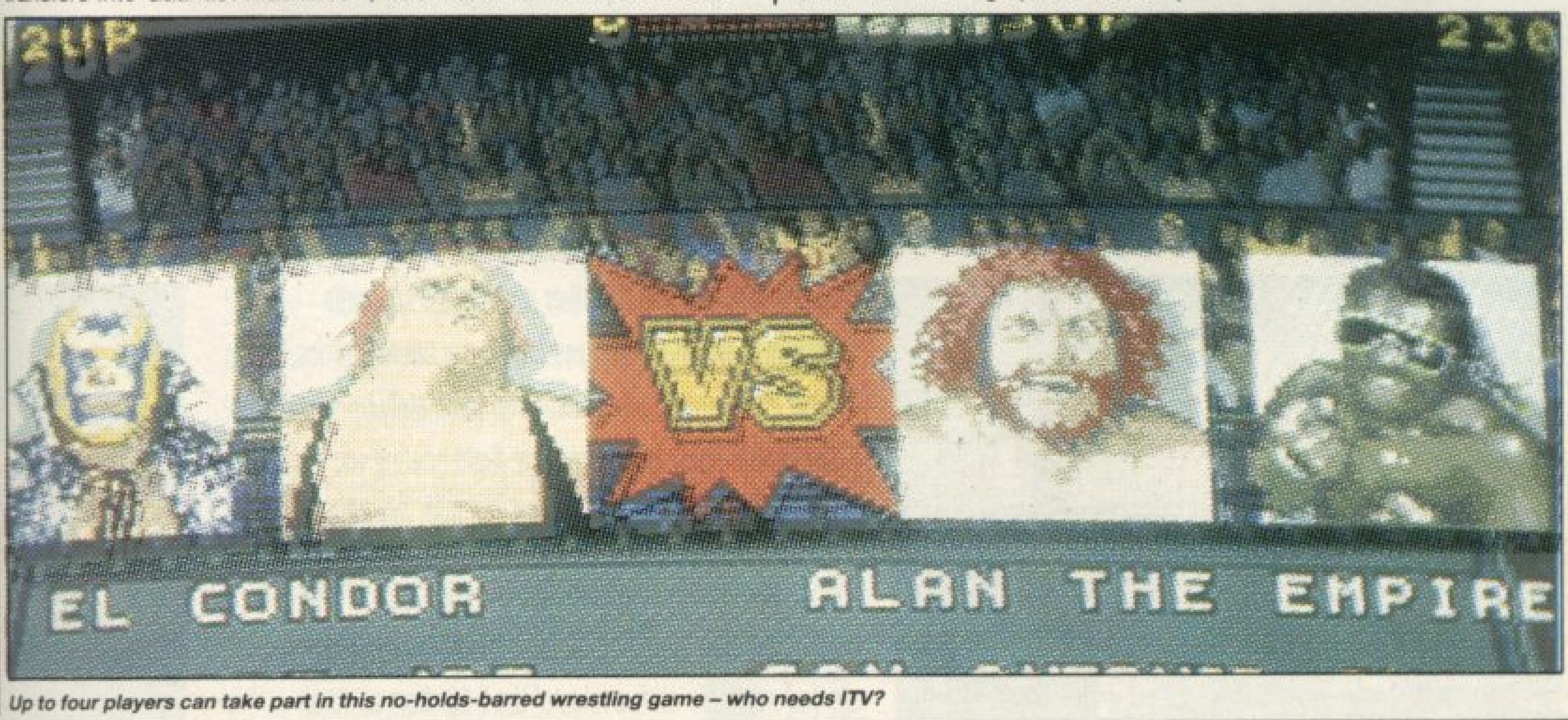
Modelling the wrestlers on such notables as the legendary Hulk Hogan this game can get almost as physical as the real thing! The game is played through the joystick and the conveniently large 'Action' button which is used to pin, lock and kick opponents into submission or unconciousness – whichever comes first. A smaller tag button does the obvious and brings in your teammate to take over when the going gets tough, and boy can it get tough!

The Main Event could easily have turned out to be a tired variation on the same fighting theme. Konami have seen the attractions of four player action and made it a coin-op best enjoyed with your mates.

The humour of the game lends itself to the real-life action as well, wrestlers often join their teammates in a free-for-all, stools make a flying appearance and some moves look positively deadly!

Best appreciated as the four-player game that it is, Konami's latest could have done with a bit more on the graphics side. Although it has some nice touches like the after match photographic session and an energetic referee getting in the way all the time, *The Main Event* isn't the most brilliant of games to look at. In fact, after the likes of *Vulcan Venture* it's rather a come-down. The control mechanism is a little confusing to begin with and takes a few goes to get use to.

The penalty for succeeding in this game though is a mighty sore wrist from slamming the action button constantly. Don't try this game unless you've literally got the stamina of a wrestler! The enjoyment is to be had out of bashing and mashing other wrestlers, and *The Main Event* doesn't disappoint.



Up to four players can take part in this no-holds-barred wrestling game – who needs ITV?

FOR THE FIRST TIME,T




Atari ST screen.

It is daybreak. You join the other pilots in the squadron crewroom to discuss objectives for the day ahead. Tactics, combat manoeuvres; all are captured completely by F-16 COMBAT PILOT. During your pre-flight briefing you instruct the ground crew on weapon loading and plan your attack…

The threat of imminent destruction and the stress of high-g combat you take in your stride. Your training perfected, you are now master in all five roles of the F-16, from air-to-air interception to interdictor strike.

F-1
COMB

ATARI ST – £24.95. **IBM** – £24.95. **C64** CASSETTE – £14.95. **C64** DISK – £19.95. AVAILABLE 1989: **SPECTRUM** CASSETTE – £14.95. S



,THIS IS FOR REAL...

ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

Fitting two reviews into the measly amount of pages I'm allowed each month is no mean feat you know. Especially as I've mislaid the magic mushrooms and my shoe-horn's broken. OK, cut the crap – What I mean is there was no time to come up with any tips (you could help out you know!), sorry!

What I do have for you is pretty damned interesting though. I take a look at *Fish!* – the copy of which was handed over to me personally by Anita Sinclair (I promise I'll never wash it again). Then there's *The Beast*, another of Marlin Games' utility created adventures for the Spectrum.

FISH!

Magnetic Scrolls/Rainbird
Atari ST Diskette: £24.50

Anita Sinclair looks fab! I've always liked the lady but now that she has put on a little weight since giving up smoking she looks gorgeous. What a pity that on the day she took me to lunch (oh *do* get on with it! – Ed.) she could barely walk due to some very painful blisters on her feet. She was also suffering from having a jolly good time at the **Telecomsoft** dinner the night before where the wine was free! Apart from discussing the PC show, other magazines, adventures in general and her Audi Quatro, we did eventually get round to Magnetic Scrolls new game, *Fish!*.

You are a member of the department of Inter-dimensional espionage. Having just thwarted yet another plan by a group of inter-dimensional anarchists (the Seven Deadly Fins) to cause misery and suffering, you embark on a well earned holiday.

You and your kind are capable of warping – a painful exercise which enables you to travel to different dimensions and, using Host-Parasite Mode, changing your physical form to suit. In fact you use this power for your vacation – considering the life of a fish to be tranquil you become a goldfish and happily waste time swimming around your glass-bowl home. Until one day . . .

Whilst practising the art of inverted swimming in your translucent pad, and eyeing the ant eggs with more than a passing interest, a hand the size of a double decker bus enters your domain and deposits a castle. To an ordinary person this may be a gaudy, cheap attempt at decor but to you it is a message from your boss.

On entering the building you discover four warps awaiting your attention. Three may be entered at any stage and in any order but the large one may only be visited when the three sub (pun intended) quests have been successfully completed.

The smooth warp sends you to a clearing inhabited by fellow agent Micky Blowtorch who guards his stump (not as disgusting as it sounds) with gusto. Inside it is a gold disc which you need but he won't let you have. This scenario is centred around forest life, a smithy and the rain. A tranquil enough scene, but beware the exploding parrot. Your aim is to find a mould into which you pour melted-down gold to make . . . ah, but that would be telling.

Sole Man by Salmon Dave

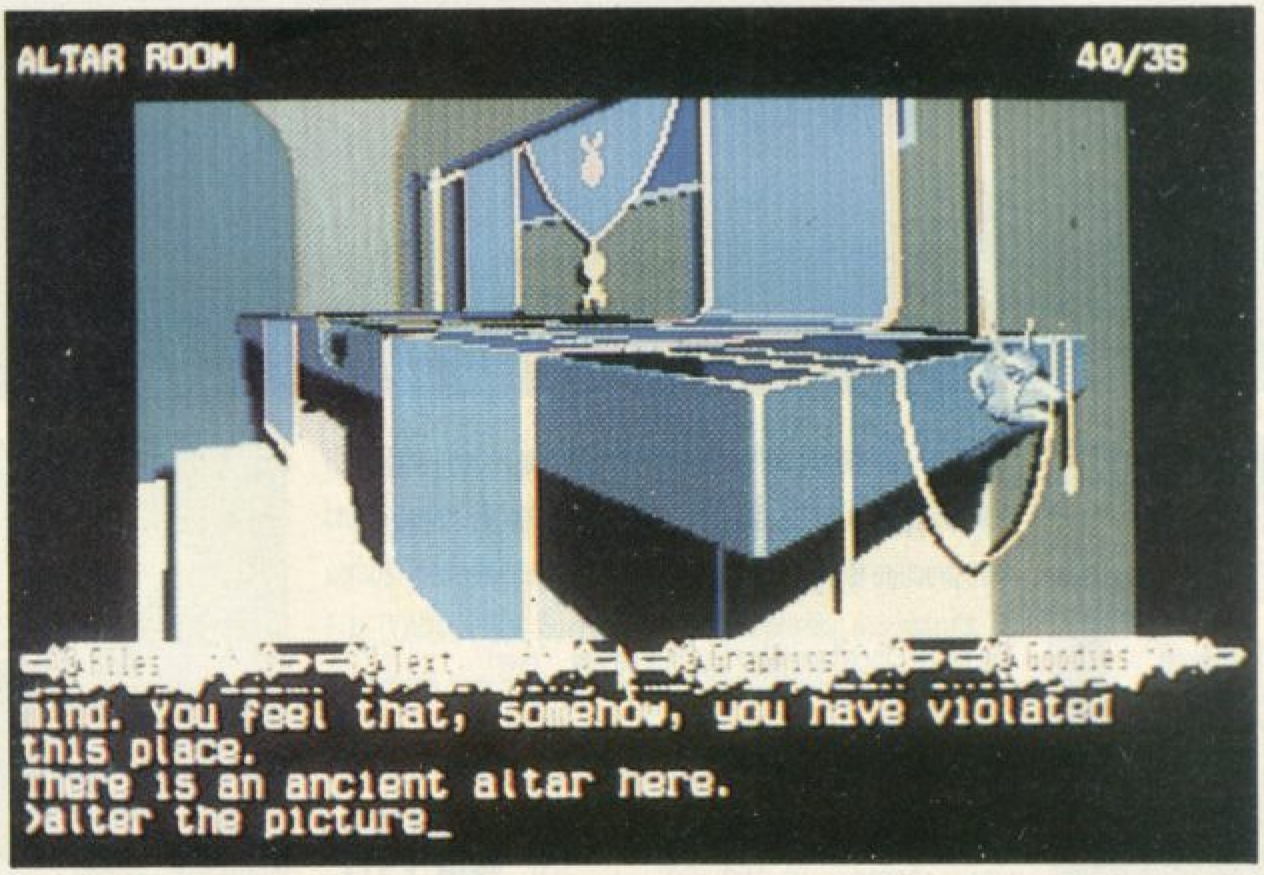
The small warp has you materialising in a recording studio where your first problem involves making the coffee. Delegation is the key to success and Rod seems quite willing to help out. Once the boss has been pleased by your efforts you may explore the studios more or less to your hearts content.

Various audio cassettes are left lying around from which you need to discover the combination to the producers filing cabinet. This episode can become tiresome as you have three cassettes in your possession and a fader control on the amplifier with 11 settings. Imagine the combinations! Fortunately there is some compensation in the games humour.

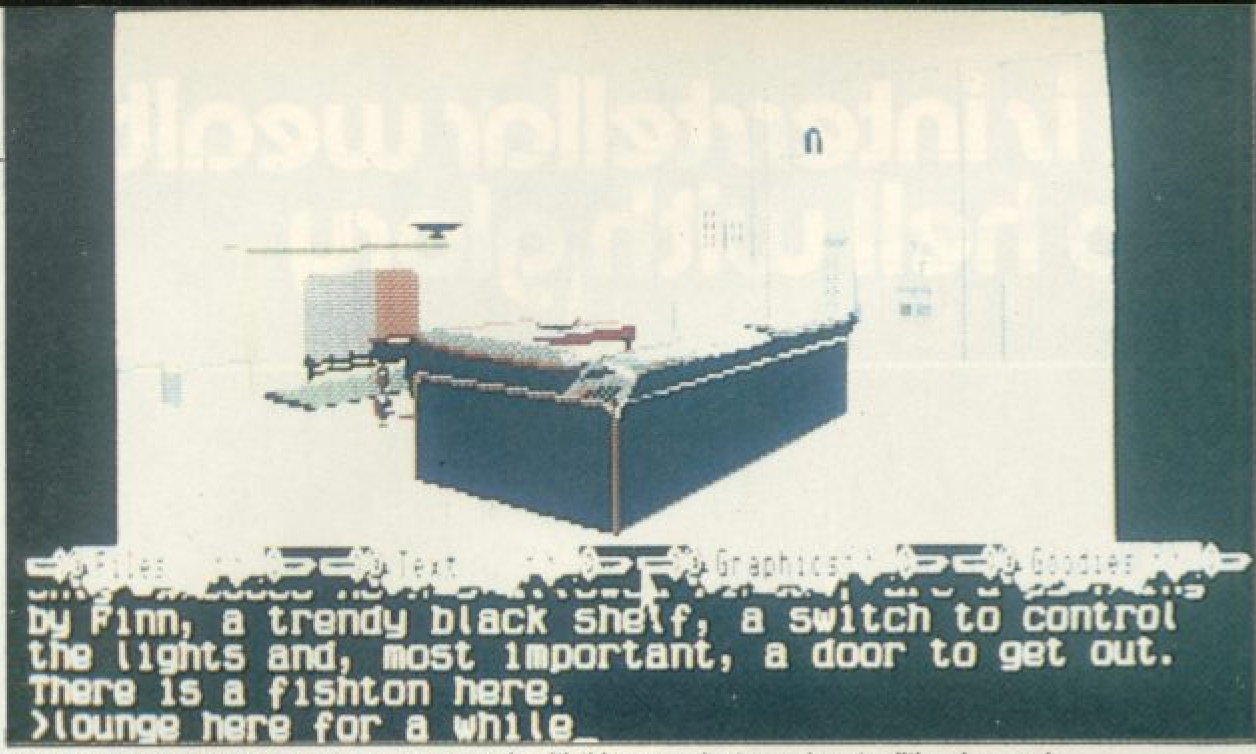
The third scenario places you in a van near to where a group of hippies are doing what hippies do in an abandoned monastery. A glass chalice hidden in a secret chamber is the object of this particular quest.

Once all three mini-adventures have been sussed you may enter the large warp to face the ultimate task of thwarting yet another plan by the Seven Deadly Fins to cause mayhem.

This is the best Magnetic Scrolls adventure I have played to date – surpassing even the delights of *Guild Of Thieves*. The humour is genuinely funny – a change from the usual so-called amusing quests that come my way (but probably won't any more following that comment!). Phrases such as: 'This is as far as the corridor goes. On the first date anyway', brings a smile to your mouth and creates an atmosphere which makes you



Some of the picture subjects are a little odd, but at least they can be turned off



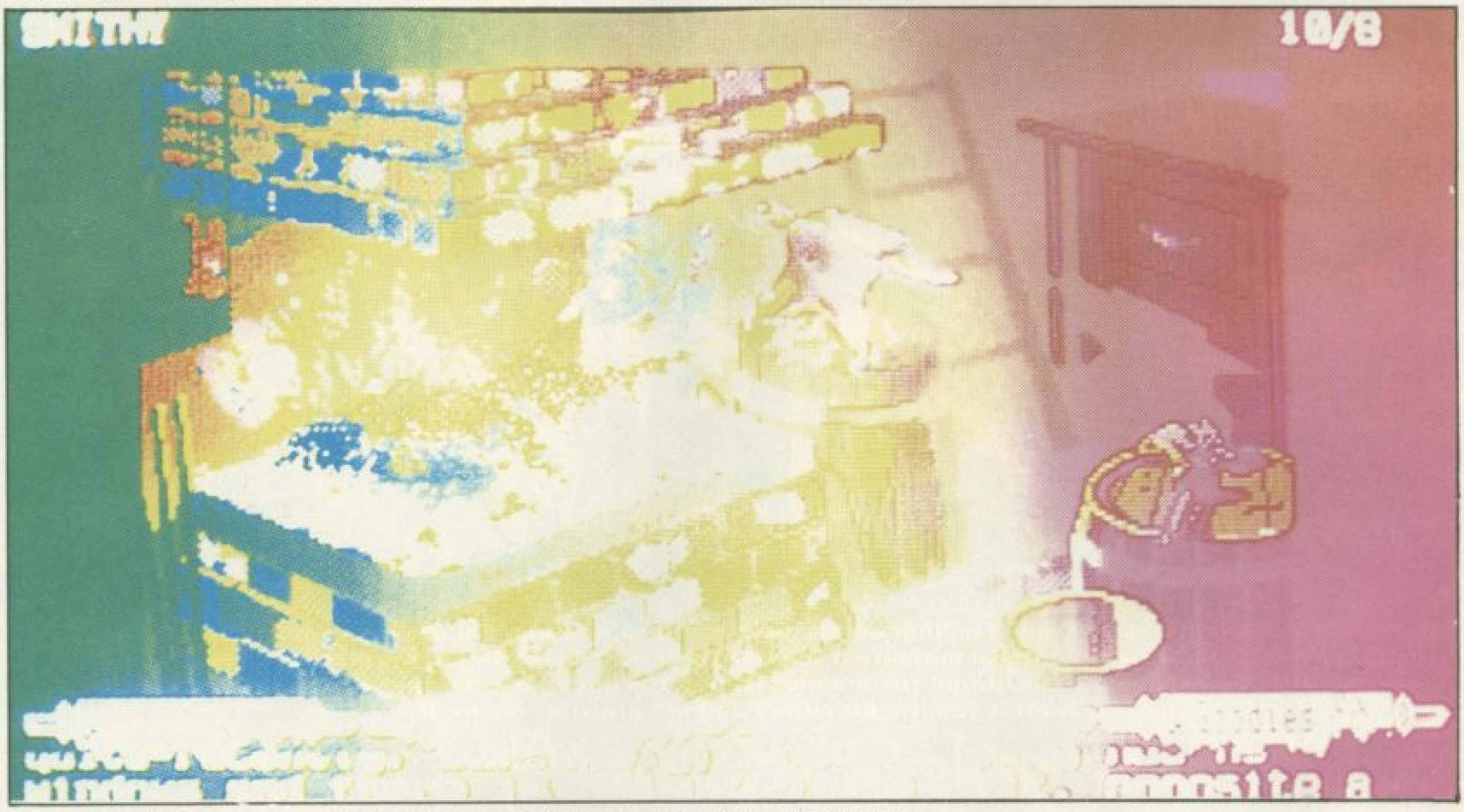
Magnetic Scrolls have come up trumps once again with this unusual yet somehow traditional scenario

want to continue playing for hours.

The puzzles in the trio of opening adventures are fairly simple and a good introduction to what is to come. Graphics are of a very high standard and the prose is interesting to read.

Supplied complete with facts about the Seven Deadly Fins, how to look after your fish and Warping For Beginners, *Fish!* is a must . . . even if it is difficult to write about without including a pun in every line.

ATMOSPHERE 89%
INTERACTION 86%
OVERALL 88%



The seven deadly fins are a mean school and it requires all your adventuring skills to deal with them

THE BEAST

Marlin Games
Spectrum 48/128 Cassette: £4.50

Marlin games have had some success in the past with adventures such as *The Jade Stone.* Linda Wright is the lady responsible and at present she is experimenting with *STAC* – soon all you ST adventurers will be able to experience her games.

The Beast is roughly based on the mystery of the beast of Exmoor and involves you as a reporter hot on the trail of some strange sightings.

The story opens normally enough with you and your Boss in the office. He seems none too pleased with your work to date and demands you go out and get the 'Big Story'.

This is your lucky day as while he is attempting to burst an ulcer, a letter is delivered which tells of a beast that stalks the moors near Puddlecombe. Showing the letter to the Boss results in him calming down long enough to give you the job of investigation and a fiver for expenses. Quickly picking up your anorak, you rush outside to catch the 9:45 bus to Puddlecome-On-The-Moor.

A veritable beast

The village holds many clues and there is a lot to do here so don't be too keen to get to the moors. The barman of the local pub is very helpful as is Mrs Myrtle (the author of the letter) and the Reverend. The jumble sale and mobile library are likely places to find the latter.

Once you've had a good sniff round and your inventory includes all the necessary items such as a map, camera, cagoule etc, you can go to the moor to hopefully find your story.

There are several nice little touches throughout *The Beast*, the church clock chimes the half hour and people go about their village business in a very realistic fashion.

Unfortunately, the colour scheme is awful, comprising of black type on a light blue paper – a great strain on the old mince pies. Also any graphics displayed are basic and unprofessional – especially the picture of the beast at the start of the program. Linda should stick to text, or get someone who can draw to do the pictures.

However, the *PAW* has been used well and quite a good story and atmosphere are created. For the price *The Beast* is like unto an oasis in the present desert of adventure games and should keep those of you who don't expect too much happy for some time.

ATMOSPHERE 58%
INTERACTION 57%
OVERALL 58%

The Beast is available by mail order from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.

Your quest is interstellar wealth and to hell with glory

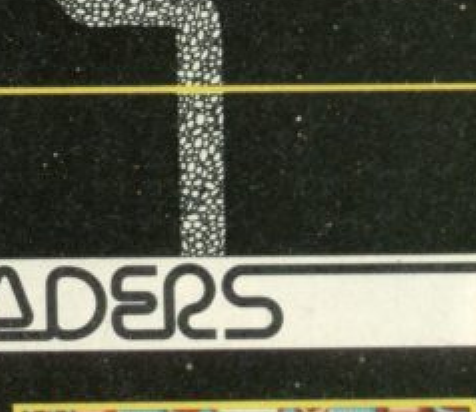


The universe stretches before you. 8 million worlds await your exploitation. Unimaginable wealth is your destiny if you can master the art of interstellar navigation, harness the intricacies of the photon drive and repel the deadly space pirates. Forget the medals, forget the honours, forget the glory. As a member of the Federation of Free Traders you live for money and will probably die for it.

FEDERATION OF FREE TRADERS







Screen shots from Atari ST version.

ATARI ST/AMIGA
£29.99

ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLARWIND LIMITED

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

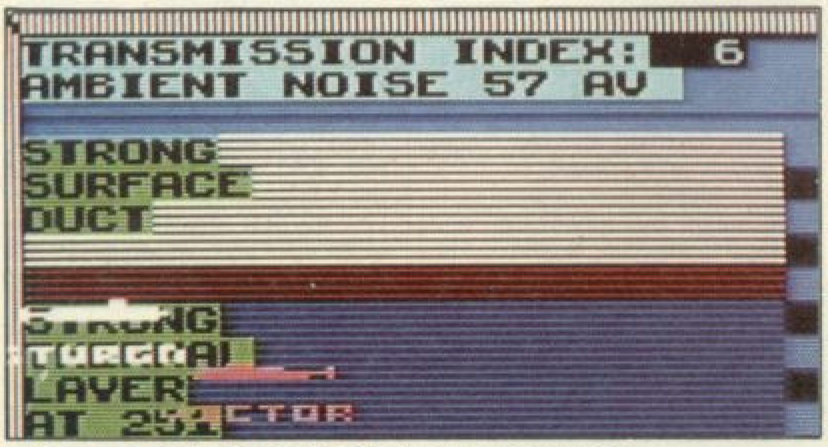
LEAD REVIEW

55 ■ ARMALYTE

The sequel to Thalamus' incredibly successful *Delta*, blasts an alien infested path to your screens. More action, more sound, more fire-button finger blisters than it has ever been your privilege to endure before – *Armalyte* is the pinnacle in 8-bit horizontally-scolling . . . oh, finish this sentence yourself.



REVIEWS



52 ■ RED STORM RISING

Put all those bear-baiting cliches away and get on with pilotting a nuclear sub in Microprose' latest offering. Just keep in mind, if you loose you'll gain Marx.

69 ■ POOL OF RADIANCE

Dungeons and Dragons finally shakes hands with technology. *Pool Of Radiance* provides the definitive, classic role playing game where you can party all day and wander in wonder at a land of myth and magic.

75 ■ KINGS VALLEY II

Platforms and ladders is an age old format for games, yet *Kings Valley II* presents its version in an original, amusing, addictive, professional, enjoyable, playable and indeed jolly nice way . . . which is Pharaoh 'nuff.

59 ■ SPACE HARRIER

When Auntie Gill from Elite brought us *Space Harrier* we couldn't believe our eyes – and then we played the game! All the thrills of the arcade game are present – fast, colourful action and ten gruelling levels to fight through. All this and a data disk to follow!

54 ■ GOLD SILVER BRONZE

Compete in event after event with all the excitement of olympic standard sports, without the anabolic steroids!

39 ■ BATTLE CHESS

No longer is chess a bored game. *Battle Chess* lets you beat the hell out the opposition – literally!

34 ■ Fish!

Get along swimmingly in the latest adventure from Magnetic Scrolls. Thwart the Seven Deadly Fins syndicates plans to cause haddock – buy the game and give yourself a trout.

VERSION UPDATE

BUBBLE GHOST
Infogrames

Amstrad CPC: Cassette: £9.95 Diskette: £14.95
Amiga: £19.95

DEATH is permanent. Or at least it is unless your soul gets transformed into a bubble as it leaves your body. This happened to the unfortunate deceased who stars in *Bubble Ghost*. In spirit form, he strives to find a permanent resting place for his delicate bubble-soul.

Within a huge castle, the ghost with the most has 35 rooms to traverse safely before reaching sanctuary. He moves his soul by blowing it. These halls are filled with weird technological equipment, contrasting with the stone walls of the deserted building. All are treacherous to the bubble if touched. Some features, such as candles and fans, can be neutralised by blowing on them, making the path for the soul easier. If a room is completed within a time limit, a bonus is awarded.

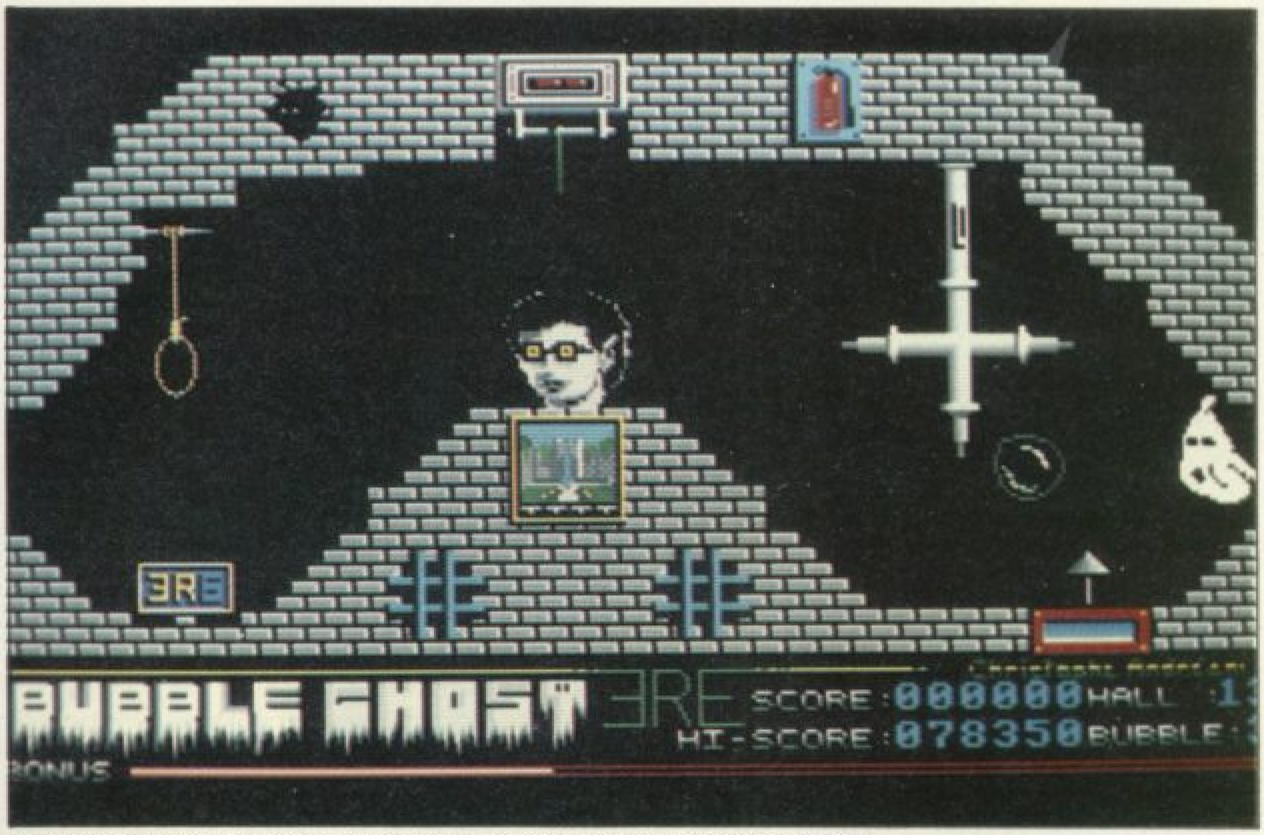
Steered by the mouse (Amiga), joystick or keys (Amstrad CPC), your ghost has unimpeded access to any part of the single-screen rooms.

The Amiga conversion is extremely well presented. A great piece of music leads into a game with much more effective sound than on the Atari ST. Gameplay is near identical, as are the graphics, but the Amiga version also has a two-player option plus a practice mode where you can attempt any screen with a full compliment of soul bubbles.

Graphically the Amstrad version is fine but the joystick control method is awkward. Proficient keyboard users, however, can experience an amusing and original game.

AMIGA: OVERALL 78%
AMSTRAD CPC: OVERALL 64%

ATARI ST 72% TGM 005



A blow-by-blow account of the spirited little ghosts soul(o) journey to sanctuary

VERSION UPDATE

A lot less bovver

VIRUS
Firebird

Spectrum: Cassette £7.95
Amiga: £19.95

MASSIVELY OVERRATED in some quarters this graphically impressive shoot-'em-up made its apparently overwhelming, 32-bit debut on the Archimedes as *Zarch*. Over eight months later the ST version showed 16-bits could match it pretty much perfectly, a feat now repeated by the Amiga game.

As for 8-bits, the Spectrum bravely ventures into the arena as well.

Basic gameplay is, in fact, identical on all machines: take-off in your hoverpad and blast everything in sight. The hoverplane is protected by an indestructable shield which costs fuel to recharge; run out of fuel and the shield goes on holiday. Land back at base and fuel rises to maximum. Smart bombs are earned only at certain point levels however, while firing the laser cannon costs a point per laser bolt.

Finding enemies to blast is done via a long-range scanner which distinguishes between Seeders (these spread the Virus), Mutants (hoverplane-like enemy), Bombers (like Seeders but more effective), Pests (missile-like enemies) and Fighters (like Mutant but better armed). The quicker virus spreaders are killed, the smaller the area infected by them and the higher the end-of-level bonus.

What makes *Virus* special is its wraparound 3-D landscape, and awkward control system. The former is displayed in areas often too small for comfort in combat, while the latter can be mastered with practise.

On the Amiga, Archimedes/ST-style graphics are retained and provide much of the pleasure in playing the game although gameplay remains limited and, once control is mastered, repetitive.

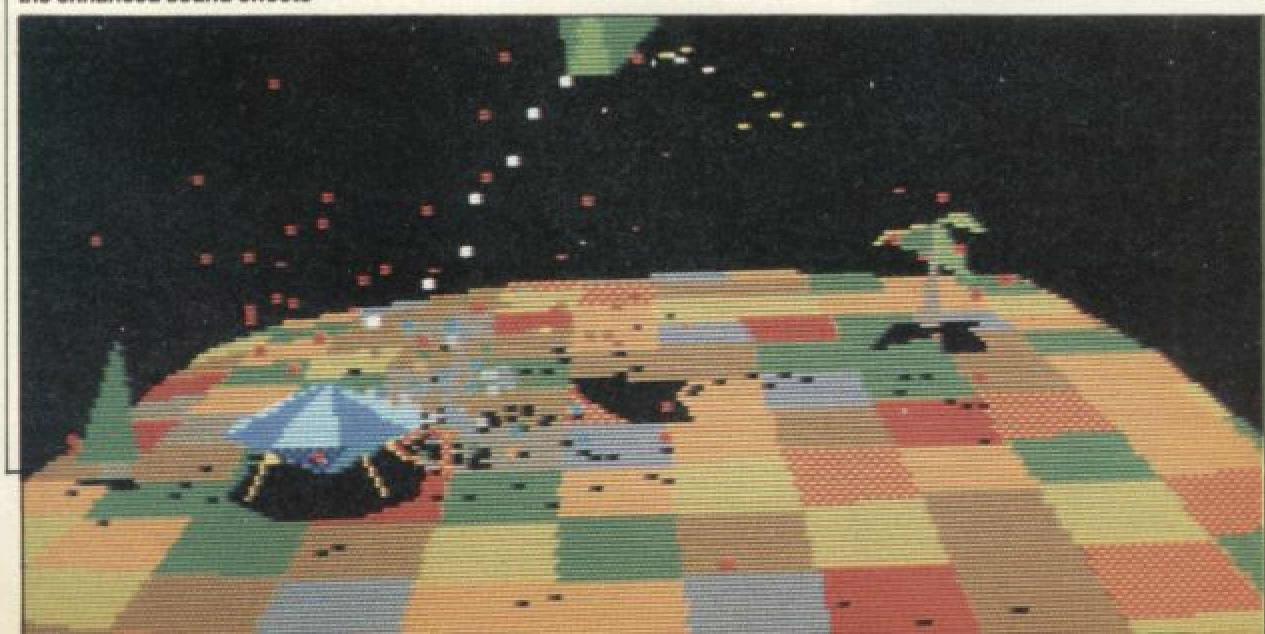
Sonic improvements are significant, with explosions and gunfire so much better – there are even some new effects such as water splashing under the thrusters.

On the Spectrum sound has been completely banished, along with solid colours and water, but the 3-D landscape still moves surprisingly fast - if jerkily - and is nice to watch. As for gameplay, there's no mouse control but keys were easier on the others versions anyway so the control challenge remains much as before. Without the dazzling graphics, however, the gameplay's weakness is even more obvious and it's unlikely you'll come back to it too often after completing a few, very tough levels.

AMIGA: OVERALL 83%
SPECTRUM 48/128: OVERALL 75%

ARCHIMEDES: TGM002, 81%
ATARI ST: TGM009, 83%

Hovering over the tiled landscape blasting enemy ships, the only real difference between this and the ST version are the enhanced sound effects



KING TAKES LIBERTIES

BATTLE CHESS
Interplay/Electronic Arts

Interplay have taken the boredom out of Chess – by adding violence! No longer will a Pawn be removed from the board without a fight; Rooks transform into giant rock-men and crush all before them and the King carries a magnum – probably the most powerful hand-gun in the world.

Animating chess figures may sound gimmicky, but Interplay have sought to make it an integral part of the game's entertainment. *Battle Chess* adheres to the traditional rules of Chess and animation only comes into effect when a piece is chosen and its destination selected. The piece walks to its destined square and literally fights any enemy thereon.

The program offers the traditional set of options common to most 16-bit chess games through a drop-down menu system. Games can be saved to and loaded from disk, new games started and chess puzzles defined using the set-up board facility.

Playable over a 2-D or 3-D board, the former is a standard set up using traditional pieces – animated sequences are omitted, although they can be called up at any time.

Options allow for human vs human, human vs Amiga, a demo mode (Amiga vs Amiga) and modem play. Ten skill levels are on offer providing enough challenge to suit most players.

The time taken by the computer to work out moves increases in relation to the skill level. If need be the computer can be forced into making a move. And if things start going wrong there's an option to take back moves.

Check animate
Electronic Arts may disagree but *Battle Chess*'s main selling point is undoubtedly the animated chess figures. Each character features its own unique style of movement, complete with matching sampled sound effects. The programmers have incorporated all manner of combinations for conflict, each piece fights a different battle against different opponents.

The program isn't particularly extensive in its use of options, there are few advanced game features and even basics such as notation have been omitted. However, though it may not have the complexity of *The Chessmaster 2000* (TGM**001** - 84%), for example, the library of moves and ten skill levels ensure a strong challenge.

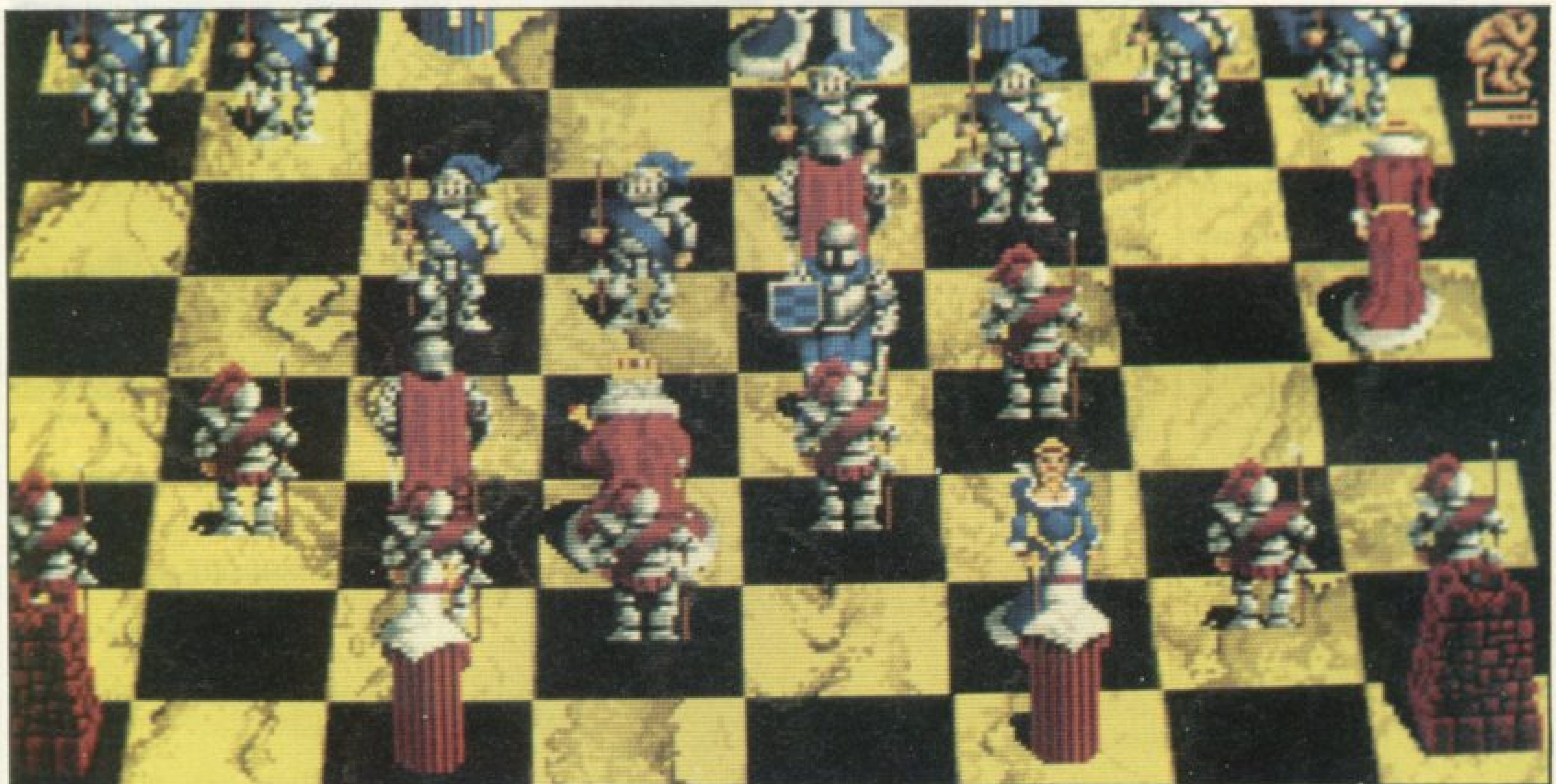
Battle Chess must rank as the most entertaining chess game around, and the funniest. The style with which the chess pieces fight is comic-book and is a healthy mixture of humour styles (watch out for the *Monty Python And The Holy Grail* take-off when two knights fight).

As well as being an aural and visual treat, *Battle Chess* is also a fine chess game.

AMIGA
Diskette: £24.95

The animation and high definition graphics have to be seen to be believed, figures walk around the screen, fight and perform various actions with incredible realism. Animation is exceptionally good, attention to detail doubly so and the 400K of sampled sound effects match the graphic quality. Unfortunately, time taken by some combat sequences can prove tiresome, especially with the Amiga's less than fast disc access. Use of the 2-D option is the answer to this but the game loses its charm as a result.

OVERALL 83%



Never again be anybody's pawn and create a knight of violence



Even though the USP (unique selling point) of the game is the animated sequences, there is an option to play a normal 2-D game

OTHER FORMATS

Chess figures will be rampaging around on the PC (£24.95) around December/January time. There are no plans for ST or 8-bit conversions.

"Battle Chess **must rank as the most entertaining chess game around, and the funniest"**

PLANE GRAPHICS

1943: BATTLE OF MIDWAY

Capcom

The follow up to Elite's *1942* arrives via Capcom's coin-op conversion label. In it, a lone P-38 Lightning pilot is sent to battle the overwhelming odds of the entire Japanese air and sea forces, and ultimately the mighty Yamato battleship herself.

Taking off from the American carrier, it's into the air to face squadron upon squadron of enemy aircraft looping, rolling and weaving around the sky. Destroying a special formation of enemy planes reveals one of six weapons to collect, among them heavy duty bombs, three-way firing guns, rapid-fire cannons and wingtip which mimick the P-38's actions. Collected weapons have an infinite supply of ammunition but are immediately lost if the plane takes a hit.

With masses of flak and bullets flying about the main concern is to stay alive. Fortunately the fighter can take several hits before going down in flames. Any damage taken can be negated by collecting a POW icon. A limited number of smart bombs are available and if it gets too crowded the plane can perform rolls to dodge the flak.

As well as the fighters buzzing around, large bombers fly up from below to attack the P-38, requiring several bullets before they explode. Making it through the aerial attacks takes the player onto the second half where the primary target awaits, alternating between warships and a massive bomber. Failing to destroy a sufficient percentage of the enemy means its back round to try again. Succeed and it's onto the next level and eventually the Yamato herself

The dual-player option and the different weapons to collect provide variety in the gameplay but the program suffers from repetitiveness and ease of play. The unchanging nature of the game means it's a case of too little, too late.

AMSTRAD CPC
Cassette: £9.99
Diskette: £14.99
The Amstrad CPC version makes considerably better use of the host machine with very good use of colour, together with well thought out, excellent background graphics. Unfortunately, like the Spectrum 48/128 game in two player mode the P-38 aircraft are the same colour which doesn't help to make the game any easier at all. 1943 **is a fairly uninspiring conversion of an uninspiring coin-op.**
OVERALL 55%

SPECTRUM 48/128
Cassette: £8.99
Diskette: £12.99
Although there is a good deal of on-screen detail, the bland playing area only reinforces the overall dullness of the game. All too often bullets and planes merge with the background, proving impossible to make out text
OVERALL 47%

OTHER VERSIONS
Amiga and Atari ST versions will be with us in the near future.

"the program suffers from repetitiveness and ease of play"



Enhanced colours and acceptable sound make this a better version than the Spectrum game – Amstrad screen

VERSION UPDATE

PINK PANTHER

Magic Bytes

Commodore 64/128 Cassette: £9.99, Diskette: £12.99
Spectrum 48/128 Cassette: £8.99, Diskette: £12.99
Amstrad CPC Cassette: £9.99, Diskette: £14.99

THE PINK PANTHER leaves Durham once more to stalk the mansions of the rich. He is planning a luxurious holiday in the sun, unfortunately his paltry butlers pay is not enough for the vacation he dreams of, so he takes to burglarising his employers houses.

This is not as easy a task as he thought, for he invariably chooses sleepwalkers as bosses! You, controlling the Pink Panther, steer the somnambulists away from obstacles to prevent them from waking and discovering your pink plans. You can shove them out of the way, ring a bell or blow-up an inflatable panther to guide sleepwalkers. Catapults and planks lying around the building can be used to direct him over more tricky obstacles. As this is done, flashing valuables are collected to fill up a money bag and make the holiday affordable.

The graphics are cartoon-like but predictably fall short of the 16 bit versions. Visually, the Commodore 64/128 comes out best, the Amstrad featuring cramped sprites and the Spectrum having noticeable attribute problems.

However, like the Atari ST and Amiga versions it is the control system which lets the game down. Pushing and bell-ringing to steer the sleepwalker is an awkward system and requires rapid and accurate reactions, and if a single mistake is made, you have to go right back to the beginning.

COMMODORE 64/128: OVERALL 32%
SPECTRUM 48/128: OVERALL 36%
AMSTRAD CPC: OVERALL 30%

ATARI ST 34% TGM006
AMIGA 39% TGM006



A NIGHT ON THE TILES

FUSION
Electronic Arts

The story? There isn't one! Although Electronic Arts do supply a few lines of so-called plot. Returning home from a swash-buckling adventure in the East by North-east quadrant of the Spiral Arm of the Galaxy, Captain Gherheart Bloowd received a message from the radio of 'The Slayer', his trusty Trang-class fighter:'The Galaxy is under threat and only you in your very very small Trang fighter can save us . . . '



Odd gameplay, mediocre action and strange colours schemes cause conFusion in the latest from EA

The heroic Captain obviously couldn't make it, or at least didn't want to, for you are forced into saving the Galaxy. To aid you in this you have control of two vehicles (one at a time) – neither of them a small, slim Trang fighter!

Your main means of transport is the Mother Ship, whose large mass and high speed make it prey to momentum and inertia. But it is armed with twin laser cannons. It's cargo is your other craft, the Assault Crawler, an insect-shaped tank which, as its name implies, travels quite slowly armed with its solid-projectile gun. Fortunately it is easier to control and features the ability to pick up objects.

Control is switched between the Mother Ship and Assault Crawler by the space bar. The Ship needs space to land in order to release the Crawler, and its cloaking device makes it disappear when the tank moves away, so a memory for places is necessary.

These vehicles are steered around multi-directional scrolling areas of the planet which presents the un-named threat to the galaxy.

The state of your ship is given by the Structural indicator at the top of the screen; the game ends when this bar disappears through repeated hits.

Also at the top of the screen is a window displaying bomb components you have collected. Together they form the incendiary device which is deposited at the appropriate position on the first level to destroy the planet and remove the threat.

Your movement around the enemy landscapes is restricted by walls and power lines, but these have gates which may be opened by guiding the crawler over switches. Each level has two colours of switch, and only one type of each colour may be activated at one time.

Weird alien symbols are used to represent numbers, so an on-screen decoder has to be used to work out your score. Although this is an original idea, having to pause the game and take several seconds to read your score is tiresome.

Swapping between air and land vehicles smacks of *Xenon*, although, to **Bullfrog**'s credit, there is more to this than mindless blasting. To progress, you use both craft – for picking up objects and passing through to other levels.

Whilst the tracking down and utilisation of switches to open gates within gates for access to bomb components and other levels is mildly amusing, the shoot-'em-up elements are tame and, ultimately, unrewarding.

AMIGA
Diskette: £24.95

The hexagonal tiles which make up most of the ground in Fusion are not of a consistent colour throughout a level, merging from grey to yellow, or green to brown, to give a strange visual effect. Unfortunately, this graphical oddity is the second thing you notice – the first is the juddery scrolling. This, coupled with small sprites, few enemies and limited firepower, reduces the combat to the level of dull simplicity, especially when controlling the Crawler. A mixture of old ideas presented in an unexciting manner, Fusion is only of moderate interest.

OVERALL 62%

OTHER FORMATS

An Atari ST conversion (£24.95) should be completed by January of next year.

"There is more to this than mindless blasting"



After the luxury of flying your mother ship, the crawler soon becomes boring to pilot across the alien landscapes

FIGHTING FOR FORTUNE

SOLDIER OF FORTUNE
Firebird

Dabbling in the magic arts is traditionally a wizard subject for computer game scenarios. **Graftgold**'s **John Cummings** (of *Intensity* fame) delves into the misty world of spells and sorcery to produce a two-player arcade adventure . . . naturally it scrolls!

Centuries ago, evil spirits were banished to the mysterious Zodiac Power Source. This strange crystal was created by mages who buried it deep within the ground – all was well for countless years.

Recently, Krillys, a dabbler in the magic arts, was reached by the slowly spreading aura of the Source and his weak mind was influenced by its power. He separated the elements which were held within it. This attracted powerful forces, which collided with each other and threw the land into a state of evil-infested disarray.

The adventurous pair, Tartarus and Teron set out on a quest to restore peace and order to their homeland.

An old man, a former apprentice of Krillys, told them tales of the past and bestowed on them gauntlets for protection and two-star weapons to cast against foes.

Other than these magical objects, their only aid were the cryptic words:'To know the secret of the water you must catch the carb by moonlight'.

Village people

Controlling Tartarus (your partner controls Teron), your first port of call is the apprentice's cottage. The four-way scrolling landscape follows one player only – if the other falls behind (or off a platform), the leader remains at the centre of the screen.

As the scenery is revealed various ghostly enemies appear. Some kill instantly others wear away shield energy. A Super Shield, signified by glowing armour, gives temporary invincibilty from any enemy but rapidly uses up energy.

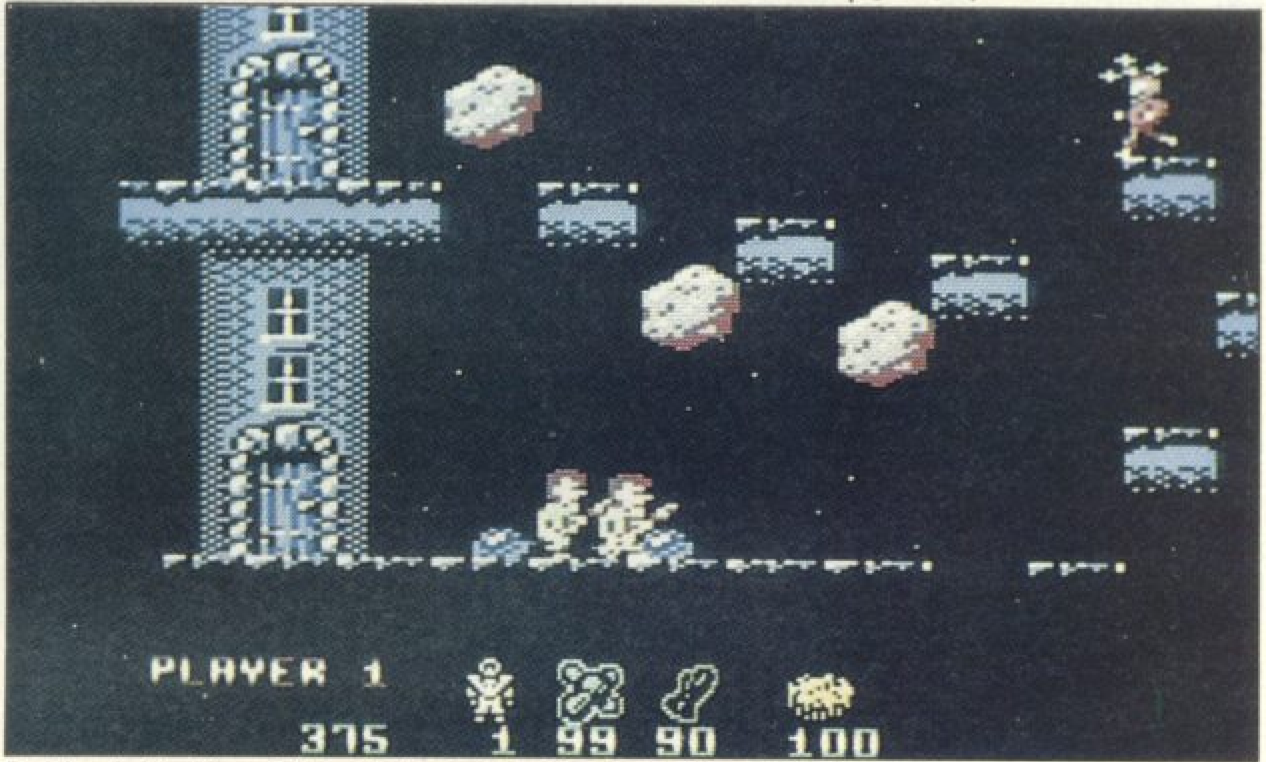
Some creatures when killed leave behind floating coins which are collected for funds to buy extra arms. They rapidly decrease in value until eventually disintegrating.

In the village, around which the game is centred, there are a number of shops vital to progress. Icons are highlighted for the objects available to gain or trade. Extra weapons and armour can be bought, each has a limited use - a counter descends from 99 and the additional power is lost at zero.

The most important objects to the game are magical ones. Planet symbols can be collected so that their matching zodiac symbols can be bought, three of which can be traded for an elemental tablet which opens a door to a new dimension.

Soldier of Fortune is similar in format to *Ghosts 'n' Goblins* with its armoured hero(es) negotiating scrolling platforms whilst fighting off ghouls and demons.

This is one for those who were disappointed with *Beyond the Ice Palace*, or who want more of the same but with greater depth of gameplay.



Dodging giant boulders while negotiating platforms? Looks like a job for a soldier of fortune – or an idiot



Village life ain't what it used to be – killing demons, collecting coins and buying weapons make for a full day though

COMMODORE 64/128
Cassette: £9.95
Diskette: £12.95

Nicely animated adventurers and their demonic enemies complement the smooth four-way scrolling play area. Backdrops are well detailed and create just the right atmosphere for a mystical arcade-adventure. Sound is excellent and includes some very good music.

OVERALL 78%

OTHER FORMATS

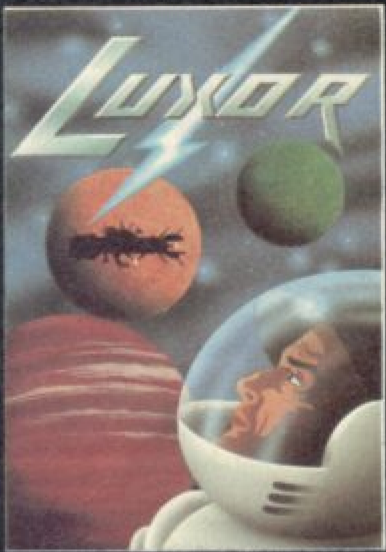
A Spectrum conversion is due in October, at £7.95 on cassette only. No other versions are planned.

"The trading aspects make a welcome break from the hectic fighting action"

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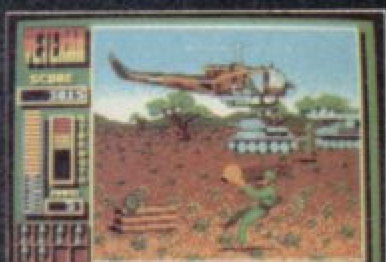
LUXOR



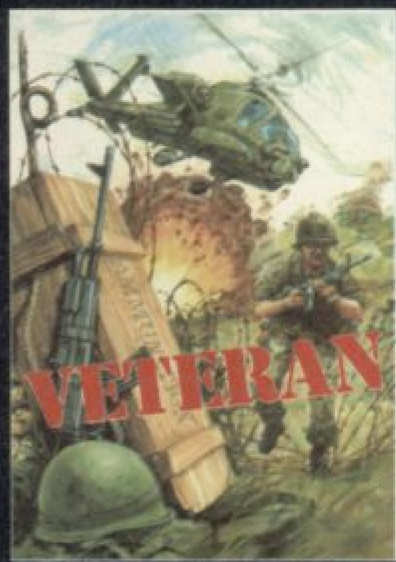
The evil Okira clan of space pirates have kidnapped your beloved princess Diora, and are now holding the Empire to ransom . . .

You must search three planets to find your princess, and each one will be heavily guarded with highly trained Okira warriors. Find the planet that Diora is being held on, destroy the pirates, and a fairy will grant you a single wish.

Love and magic will help you win the day — you must not fail in this mission. Collect power points to recharge your guns and life-support systems as you battle through the planets.

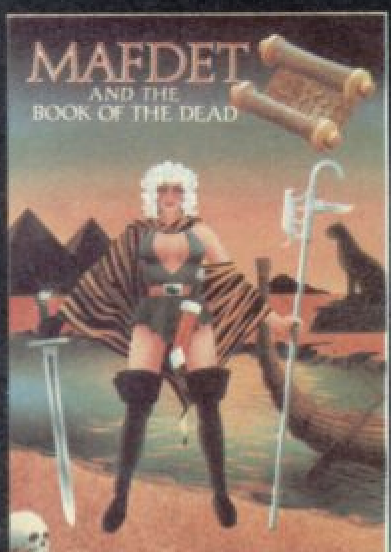


VETERAN



The war is nearly over. Your side seems to have lost everything. But there is just one last chance to save the day . . .

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MAFDET AND THE BOOK OF THE DEAD



The story starts in ancient Egypt. The evil god, Seth, has stolen The Book of the Dead and hidden it deep in the underworld.

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A SHAKY RIG

4 X 4 OFF ROAD RACING

Epyx

Both *Roadblasters* and *OutRun* were **US Gold** titles licensed from popular coin-ops. Now Epyx have hit the road with a racing game of sorts, but this aint no track for anyone looking for an easy ride. These 4x4 rigs make the Ferrari Testarossa look like a Tonka toy!

Off-road racing is not for standard racing cars. Here you'll find the roughest terrain for the toughest drivers.

Against 16 opponents, you enter a race across the deserts of Death Valley and the muddy bogs of Georgia. This difficult landscape can be made easier by choosing certain equipment before the race, from the vehicle itself to tools, coolant, and even a six-pack of beer!

Having selected skill level, the next choice is one of four possible landscapes. The first is is vast stretch of desert and dehydrated lake beds, strewn with boulders and cattle bones. Death Valley is similar with tall cacti approaching from the distant sand dunes. The Eastern Seaboard provides the fun in Georgia, where miles of sticky mudflats provide the challenge. Finally, combat the icy temperatures of Michigan, where snow, ice and mud mean the right choice of tyres is essential.

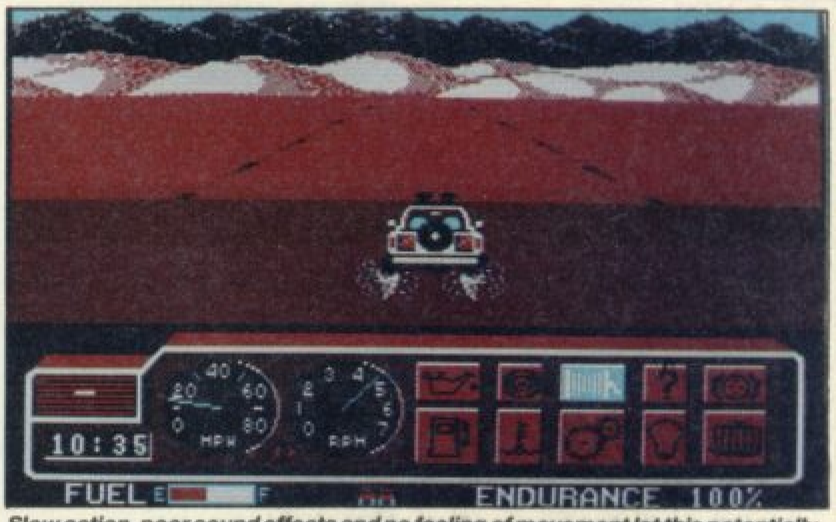
Having selected the skill level, its time to buy the truck. There are four in the showroom: The Stormtrooper from Cox Motors with a built-on camper hood, a heavy Tarantula pick-up truck by Venerable Motors, British Tartan Lorrie's military-style jeep The Highlander, and the stylish Japanese Kantana truck, from the Oyama Corporation.

With $2000 in your pocket, you can then visit the Custom Shop to swap your standard tyres for specialised ones, put a camper hood on your vehicle to increase payload, or a second fuel tank for increased mileage. If you find yourself stuck in a bog or a rockslide, a winch can prove very useful.

Keep your mind on your driving

With any remaining cash the Auto Mart is the place to buy spares. Oil, coolant, a map, flashlight, battery and tools are just some of the possibilities here, but an eye must be kept on the space remaining in your rig as well as the money in your wallet.

Finally, it's time to race. Your 4x4 is shown from behind with the roughly marked track stretching into the distance and your dashboard at the bottom of the screen.



Slow action, poor sound effects and no feeling of movement let this potentially good game down – C64 screen

In the process of racing, road obstacles and other competitors have to be avoided or damage is incurred, eventually resulting in a forced pitstop. If the necessary parts are not available, the sledgehammer icon will make a repair at the expense of damage endurance. There are two checkpoints along each route, where repairs and parts are free – but time, as always, is not.

The game ends when the player's out of fuel, or looses his third rig.

As Epyx have produced two of the best racing games on the Commodore 64 – *Pitstop II* and *Super Cycle*, *4x4* is a disappointment. The multitude of options, which allow you to customise the game according to individual taste is good, but this cannot make up for the poor game itself.

PC
Diskette: £24.99

Good use is made of the EGA card (Hercules monochrome and Tandy 1000 are also supported), though more variety than the liberally used blues and reds would have been a greater improvement. The screen update, at maximum speed, is only marginally faster than that of the C64 yet the game is undoubtedly more fun on with 16-bits. Racing games are in short supply for the business-orientated PC and 4x4 Road Racing is worthy of attention for those interested in such a game.

OVERALL 56%



Road racing games are in vogue at present and 4X4 has been voted . . . er . . . a road racing game

COMMODORE 64/128
Cassette: £9.99
Diskette: £14.99

Whatever features are selected the only real changes are the colours and the graphic of the horizon. Endless boulders and logs soon become boring. The perspective is unconvincing and the sprites poor, with the only real graphical feature being the tri-layered parallax scrolling background. There are some elements of strategy involved, but for the main part it's simply accelerator to the floor and eyes on the tedious race track.

OVERALL 42%

"There are some elements of strategy involved, but for the main part it's simply accelerator to the floor"

PRESS ANY KEY

WE'VE SINBAD AND GOOD

SINBAD AND THE THRONE OF THE FALCON

Cinemaware/Mirrorsoft



Pondering his next move Sinbad, takes a hard-earned rest – ST screen

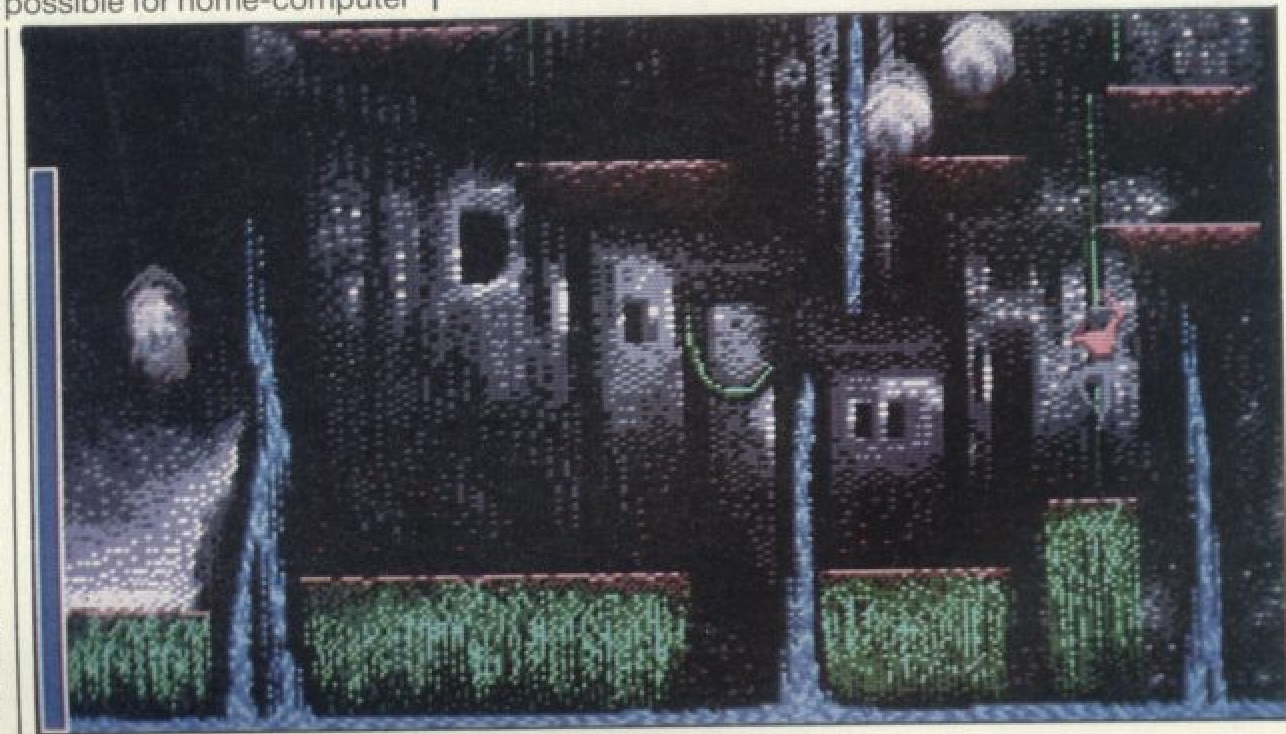
Sinbad has inspired many a movie – the most famous being those involving stop-motion wizard, Ray Harryhausen. The Arabian Knight's derring-do exploits have had generations of cinema audiences gasping with turkish delight. Now it's possible for home-computer users to have a taste . . .

This particular story begins with Sinbad already a famous adventurer and friend of the Caliph's family. So when Princess Sylphani finds her father turned into a falcon, Mighty Sinbad is called on to help.

The palace's physicians set a strict time limit for the breaking of the foul spell, any longer and the Caliph's transformation will be permanent.

The most likely suspect for the crime is one of the Caliph's own sons - the evil Black Prince. Already there are rumours of his army gathering around the city – Sinbad is made responsible for the strategy of the defending forces.

At first you are presented with a picture of Sinbad standing at a crossroads, with a map and the Theraniil Stone. By clicking on the stone Sinbad sees his remaining time, as well as the status of the Caliph's armies. Orders can be given to them via this option.



The nicely drawn, yet difficult-to-play, platforms and ladders section – ST screen



The opening screen from where you control Sinbad's destiny on his quest to free the princess' father

The strategy map is made up of hexes, and includes ten armies and five supply centres placed around the capital. Supply centres give reinforcements to both enemy and allied forces, so keeping control of them is crucial. Orders are restricted to simply choosing in which direction an army may be moved, but constant vigilance is required – if the capital is lost, so is the game.

Sinbad's other map is useful for showing the number of cities avaialble to visit and their distance. Once consulted, clicking on one of the signpost destinations takes Sinbad where he wants to go.

On the first island your main objective is to find the Gypsy – who has a magic charm for you and Libitina, a famous seductress who might give you something else! These characters are activated by clicking on with the mouse, you are then given a choice of three possible responses to help or hinder further conversation.

Pteranoxos

Also to be found on the island, but

far less welcome, are Pteranoxos. These demonic birds serve the Black Prince and unless shot they report to him, forcing a swordfight.

Unfortunately the number of combat moves are limited to four, and control responses are exceptionally sluggish on the Atari ST. In addition while Sinbad's energy rarely seems to renew, the Black Prince always recovers and since he retreats as soon as hurt it's very difficult to kill him off.

After having explored the island you may return to the capital city where the ship is at port. Once on board you may choose to send out a recruiting party or set sail for nearby ports. A static graphic shows the ship putting to sea and shortly thereafter it arrives in port, unless it happens across a shipwreck. In this case a slanted overhead view has Sinbad trying to guide his ship through rocks while picking up shipwrecked sailors. This is relatively easy, but a single slip ends the game.

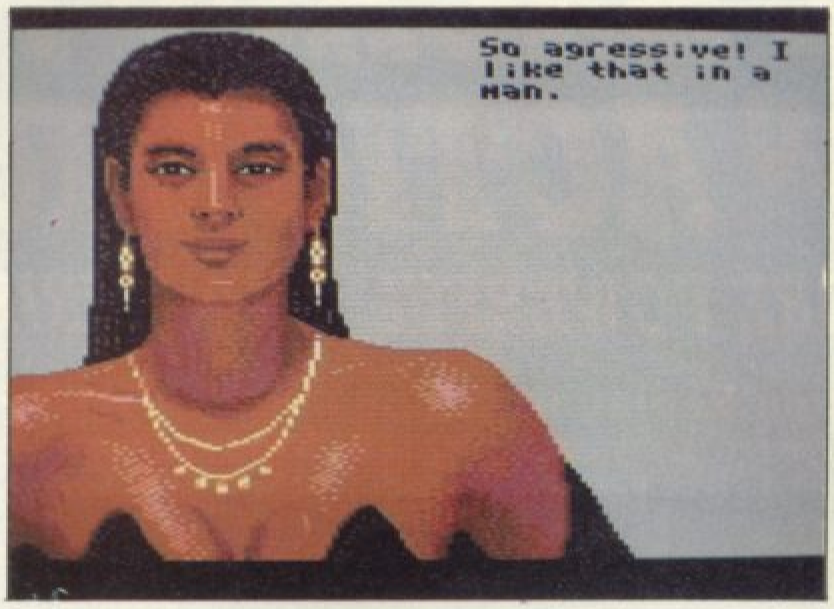
On making landfall, islands are explored much as before. Swordfights with Yeti's, Centaurs and Skeletons are to be feared, while encountering an idol (Atari ST) invariably plunges Sinbad into a very nicely drawn, but tough platform and ladders game.

Possibly the most innovative sub-game, however, is when a Cyclops kidnaps the crew. Sinbad chases after him, jumping snakes and ducking bats before arriving at the Cyclop's cave. As the Cyclops hurls rocks, Sinbad times the release of pebbles from his sling to score hits.

ATARI ST
£24.99

On a 520 ST it seems almost as if every breath Sinbad takes requires juggling the three disks. Ultimately this makes the game quite unplayable and while an external disk drive might help matters, disk accessing is a bore. Only with a megabyte of RAM does it become acceptable, allowing most of the game to be resident in memory. For people blessed with such machines the game becomes compulsive, with very attractive if not astounding graphics, an interesting atmosphere and good sub-games. Nevertheless dying is very easy, forcing a painfully repetitive retracing of earlier moves.

ATARI 520 ST: OVERALL 35%
ATARI 1040 ST: OVERALL 78%



Things aren't as black as they look – this girl can help you – C64 screen

COMMODORE 64/128
Diskette: £14.99

Amazingly the game has been crammed into just a single, double-sided disk and while the amount of accessing means a cassette game is unlikely, it is certainly bearable. Graphically the game is very good indeed, while playability is just as good as on the Atari ST (if not better since the genie offers an extra life as a wish). While the strategy and arcade scenes are limited, and repetitiveness a real danger, this is an attractive and enjoyable game.

OVERALL 81%

OTHER FORMATS

A PC version is under consideration, but nothing is definite yet.

"On a 520 ST every breath Sinbad tak[es] requires juggling the three disks"

VERSION UPDATE

HOTSHOT
Addictive Games

Atari ST: £19.99
Amstrad CPC: Cassette £9.99, Diskette £12.99

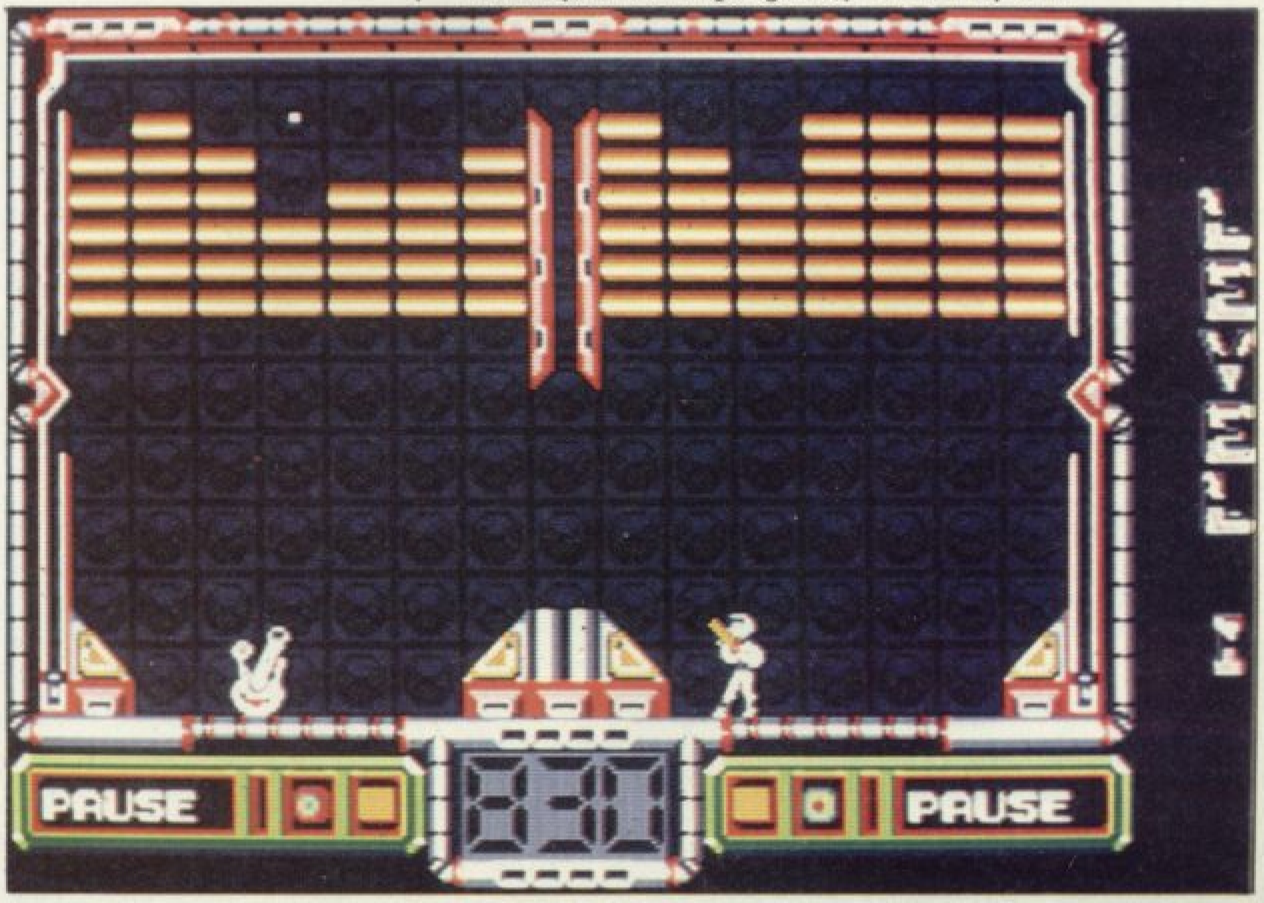
TAKE A PINCH of *Breakout*, add a touch of *Bounces*, wrap it up in Pinball and what do you get? As well as a load of balls bouncing about, you end up with *Hotshot*! A different type of game in which you play (against the computer or a friend) a robot, human or monster – armed with a suction device. This high-tec hoover is used to 'control' a ball and smash blocks above you. Your opponent is also sucking like mad to do the same to his blocks.

Should a players aim fail him and the ball not be caught with his multi-directional nozzle he dies, passing the ball to the opponent. In between games, a bonus round involving each player individually facing a pinball style screen is played.

The unusual game design of *Hotshot* retains its fast-paced and enjoyable gameplay in both these versions, even though there is an occasional illogical ball movement. The metallic definition on the ST gives an appropriate high-tech feel and it sports a switchable moving platform in some stages, adding an interesting, if difficult, angle to play. The unattractive colours of the Amstrad (similar to those of CGA graphics on the IBM) are thankfully ignorable and do not detract from the gameplay.

Generally, an unchanged game from the C64 original.

ATARI ST: OVERALL 72%
AMSTRAD CPC: OVERALL 70%
COMMODORE 64/128: TGM010, 76%



Sucking with skill is quite a blow for your opponent as bricks break to increase your score – Amstrad screen

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VERSION UPDATE

PSYCHO PIGS UXB
US Gold

Amstrad CPC: Cassette £9.99, Diskette £14.99
Commodore 64/128: Cassette £9.99, Diskette £14.99

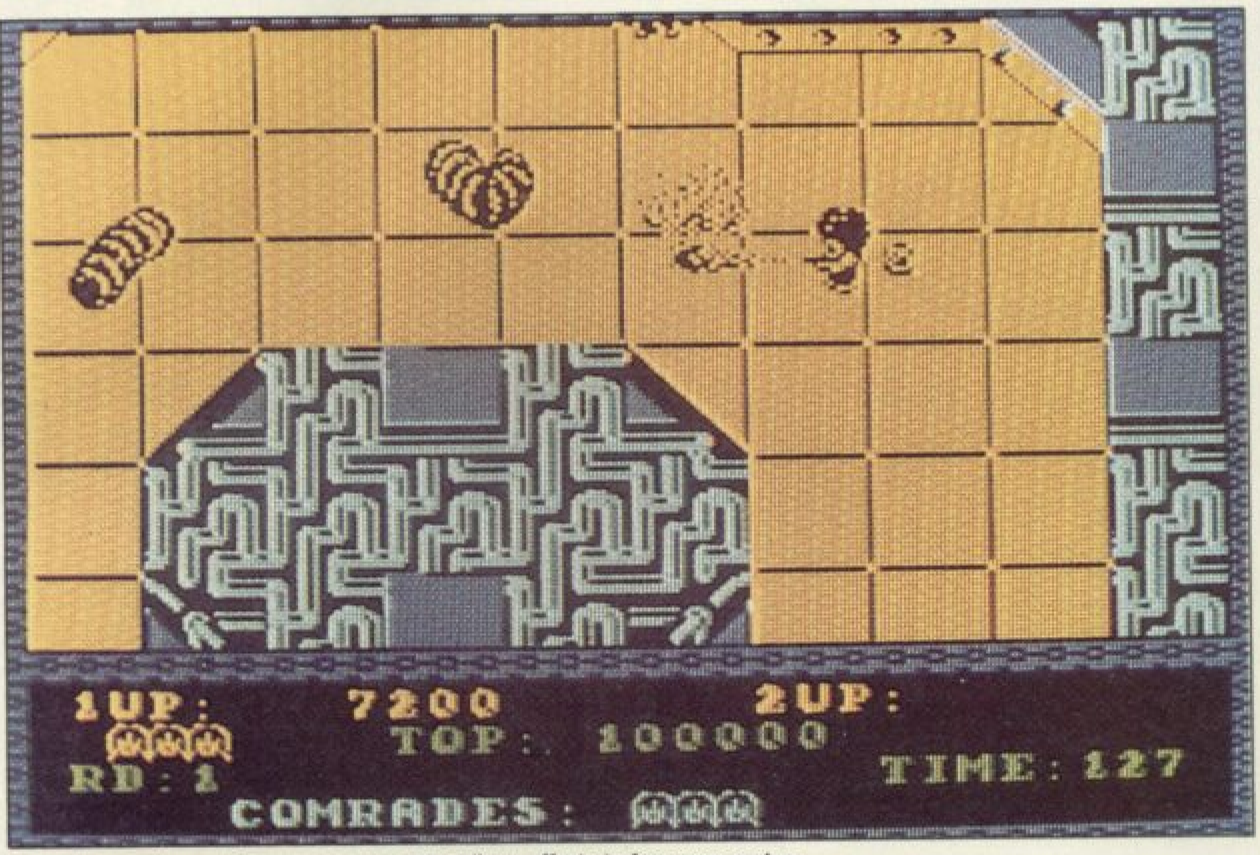
PIGS! That's what this game is about. Not your average cute soon-to-be-made-into-a-sausage-roll type pigs, but psychotic bomb wielding porkers. As a big fat pig all you have to do is grab a bomb and lob it at another swine, turning your pork-packed opponent into so much smokey bacon.

Bombs and psychotic pigs are positioned on screen before play commences. Each bomb displays a number which denotes fuse length. When it reaches zero, it's pork scratchings time for any nearby porker. However, should a bomb hit a pig whilst in transit, it explodes, regardless of the countdown.

Bonus rounds appear every third screen. Sows pop up from holes in the ground and it's your job to kiss as many of them as pos-



Going down a bomb with his sty mates, Psycho pig refuses to lose – Commodore screen



Monochromatic manic menaces mar marvellous efforts to free your mates

VERSION UPDATE

Slimy horrors

ALIEN SYNDROME
Ace

Spectrum 48/128: Cassette £8.99, Diskette: £14.99

THE SLIMY BOWELS of spaceships crawling with extra-terrestrials of gruesome shapes and sizes is the setting for *Alien Syndrome*. These weird lifeforms have captured humans and imprisoned them in their ships – cue two freedom fighters to go in, set time bombs, kill aliens and rescue comrades before the spacecraft blows up.

Spectrum owners will be extremely pleased with Ace's conversion of what is a fast scrolling, graphic intensive coin-op. While colour isn't used in abundance,

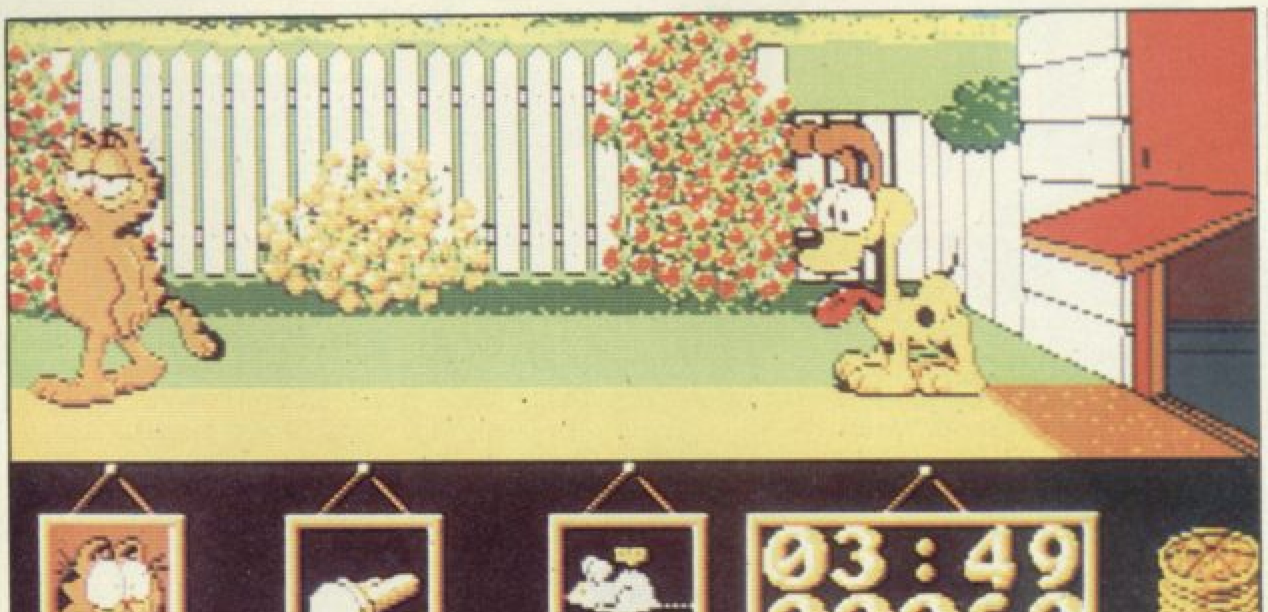
VERSION UPDATE

GARFIELD
The Edge

Atari ST: £19.99

WHEN this cute license came out on the 8-bit machines, The Edge informed us they'd yet to select 16-bit programmers – and might even do the conversion themselves if they learnt 6800 code. Seven months later the ST version turns up coded by the company's Spectrum programmer - **Steve Cargill**. But, as on the 8-bit versions, the main attraction must be the superbly comic graphics, this time rendered by **Jack Wilkes**.

The plot concerns the Fat One's somnolent quest to locate the adorably gap-toothed Arlene, heartlessly locked in the City



Feline good, Garfield pussy-foots around, without paws, in search of his buddy, Arlene

sible before time runs out.

You start the game with three lives, and a credit feature enables you to continue the game from the screen on which you died.

Gameplay on the Amstrad CPC is sluggish, especially when there are a lot of elements on-screen. However, the main problem is that the game is just too easy to play. There is very little challenge.

The C64 version is a more compelling, playable game.

Graphics are rather simple on both conversions; not the sort of standard that you expect on a full price game.

COMMODORE 64/128: OVERALL 48%
AMSTRAD CPC: OVERALL 39%

SPECTRUM: TGM010, 52%

the small characters are detailed and move well, the pace of the game keeping you busy, with no let-up in the action.

Although not as gruesome as they could have been, the aliens have a nice line in wriggling and writhing with some interesting and varied mega-aliens to match.

The problem of push screen scrolling hasn't been rectified, and like the other versions it's a risky tactic to go too near the screen's edge where hidden aliens await.

In two player mode *Alien Syndrome* is a great game. The spirit of teamwork and player co-operation found in the coin-op is alive and kicking. The only gripe about dual play is that the players can shoot each other - not a welcome feature when the heat is on!

An attractive, highly playable game with considerable challenge to please fans of the coin-op.

SPECTRUM 48/128: OVERALL 84%

COMMODORE 64/128 89% TGM008
ATARI ST 92% TGM008

Pound.

The game's format is that of the well-worn flick-screen arcade-adventure type, with violence limited to kicking Odie and trashing Jon's favourite chair.

Below the main screen are windows displaying what Garfield's carrying and a pizza-meter to show his feline energy.

Completing the game rests on exploring, mapping, then figuring out what objects to use where, and maintaining your strength by eating.

While the game's substance is over-familiar, the characters are well captured and add a unique element of furry humour.

ATARI ST: OVERALL 72%

COMMODORE 64: TGM003, 79%

ON YER BIKE

SPACE RACER
Loriciels

Kicking up on the licence for one of the most unlikely celebrities of recent years, the hero of *Eddy Edwards Ski Challenge* contrasted enormously with the busty maiden used in the *Mach 3* promotions. Loriciels obviously feel they've slept long enough and are preparing to flood the UK market with new products. First to reach us – possibly drawing inspiration from the speeder bike scene in *Return of the Jedi* – the French software house release a space race to the death.

As technology advanced, civilisation filled with diverse machines, computers and gadgets able to perform a huge range of functions. In the home and at work, labour-saving devices helped create free time for humanoid-kind.

Society's plentiful leisure time spread to areas previously unrelated to recreation as the bored population searched for stimulation. Space racing is one of these pastimes. Riders speed above a winding path astride hovering bikes, and gun down opponent bikers.

In a simulation of such a race, you view your bike from behind and attempt to steer it around a long and twisting track. Three tracks are available to practise on plus a championship option incorporating all courses and high score table. Choose one and your on-screen self mounts his bike and approaches the start line.

Going dotty

You steer the bike above the dotted line which marks the centre of the track – your energy depletes should you not follow it closely. A pair of grouped lights at the top of the screen indicate the direction you should go for optimum height and lateral positioning – although a crash is likely if you pay too much attention to this. Collision with road-side obstacles and opponents also cause energy loss.

Assailants can be shot with a front-mounted cannon, but this too uses up precious power. Luckily, it can be replaced by picking up the occasional blue fuel globes.

Following a line to retain energy may have seemed like a good idea to the programmers but in reality it is an annoying system; electrified boundary fences on either side of the track would have been better.

One curve is very like another after only a minute or two's play, and different tracks seem to merely change the backgrounds and colour scheme. Other bikers are only occasionally encountered and, sticking to the track line as they do, are boring opponents. One or two humourous touches, such as your rider shaking his fist at the offending obstacle after crashing, add little to a repetitive and unambitious game.

AMIGA
Diskette: £19.99

A jolly, sampled 'Hello' from the biker followed by effective revving noises from his mount give a false first impression of playablity. While the backgrounds and sprites are adequately defined and the screen update is fast, the illusion of movement remains poor – using banded colours across the ground and few obstacle animation frames.

OVERALL 38%



Flying close to the thin, dotted line is difficult enough without having a time limit to consider – Amiga screen

ATARI ST
Diskette: £19.99

Very similar to the Amiga version, the only differences are poorer sound effects and a slightly jerkier, slower screen update. The affect of altitude on speed still makes the control system awkward and the unvarying gameplay tiresome, but the at least this version is nearer in line with its hosts capabilities.

OVERALL 39%

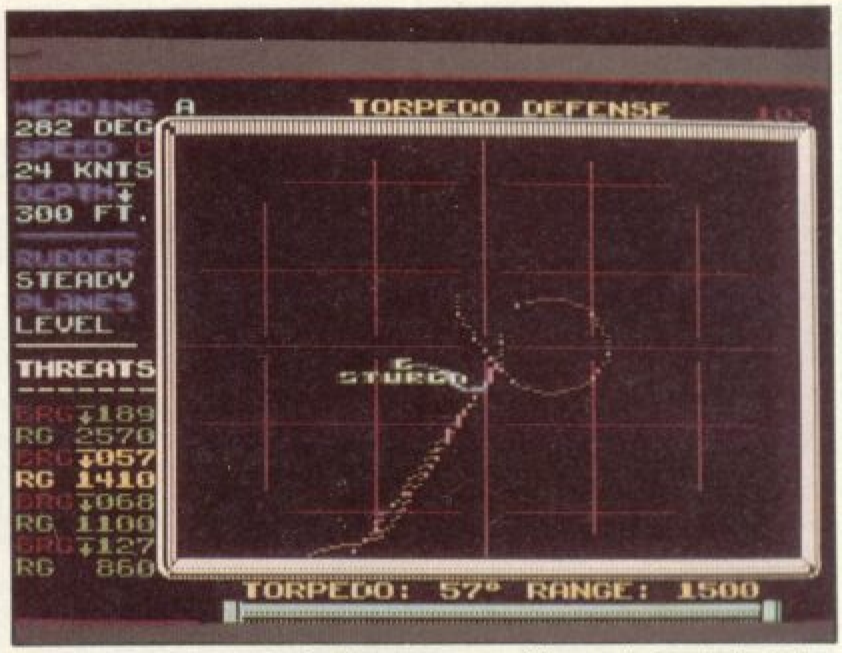
OTHER FORMATS

Versions are imminent for Spectrum 48/128 (Cassette £8.99, Diskette £ 12.99), Commodore 64/128, Amstrad CPC (Cassette £9.99, Diskette £14.99) and PC (£24.99)

"Different tracks seem to merely change the backgrounds and colour scheme"

PRESS ANY KEY

BETTER DEAD THAN RED



Based on Tom Clancys book of the same name, this excellent sub-simulator makes a very good modern day **Silent Service.**

RED STORM RISING
MicroProse

World War 3 has begun and the shooting starts across the European front. NATO forces are taken by surprise and the Red Army pour across the border into West Germany. The lifeline for NATO is the convoys from America carrying men, equipment and weapons to aid the West in the European conflict.

As commander of an American nuclear attack submarine your task is to patrol the Norwegian Sea looking for trouble. The threat comes in the form of the Red Banner Northern Fleet, and if they reach their target the war could go the Soviet's way.

As in *Silent Service*, the player takes on not only the role of the submarine commander but also the crew as well. Weapons, defence, navigation and sonar are all under your control.

Red Storm Rising offers three types of engagement. Training missions serve as an introduction for novice submariner's, battle simulations pit the player against a variety of Soviet vessels, and the full-blown *Red Storm Rising* campaign is the war itself.

The campaign closely follows the novel, presenting the player with missions to undertake based on developments as they occur in the book. The main difference is that victory and defeat for the West lies in the player's hands. Fail in too many missions out at sea and the NATO forces will start to be pushed back. Succeed and the Red Army will be forced to retreat. These constant gains and losses by each side are displayed on the navigation map as they occur

Evil empire

Whatever mission is chosen, once ready and armed with torpedos and missiles it's out into the depths to face the Bear. For the Red Storm campaign, the navigation map showing the North Sea, Norwegian Sea and North Cape area is used to guide the submarine to its destination. For all other missions, the player starts off in the immediate vicinity of any enemy vessel.

The prime concern (other than to avoid being sunk) is to obtain accurate data on the position of enemy targets. It is from this data that weapons can be targetted and fired upon enemy vessels. Firing off weapons at targets based on incomplete data wastes time and ammunition.

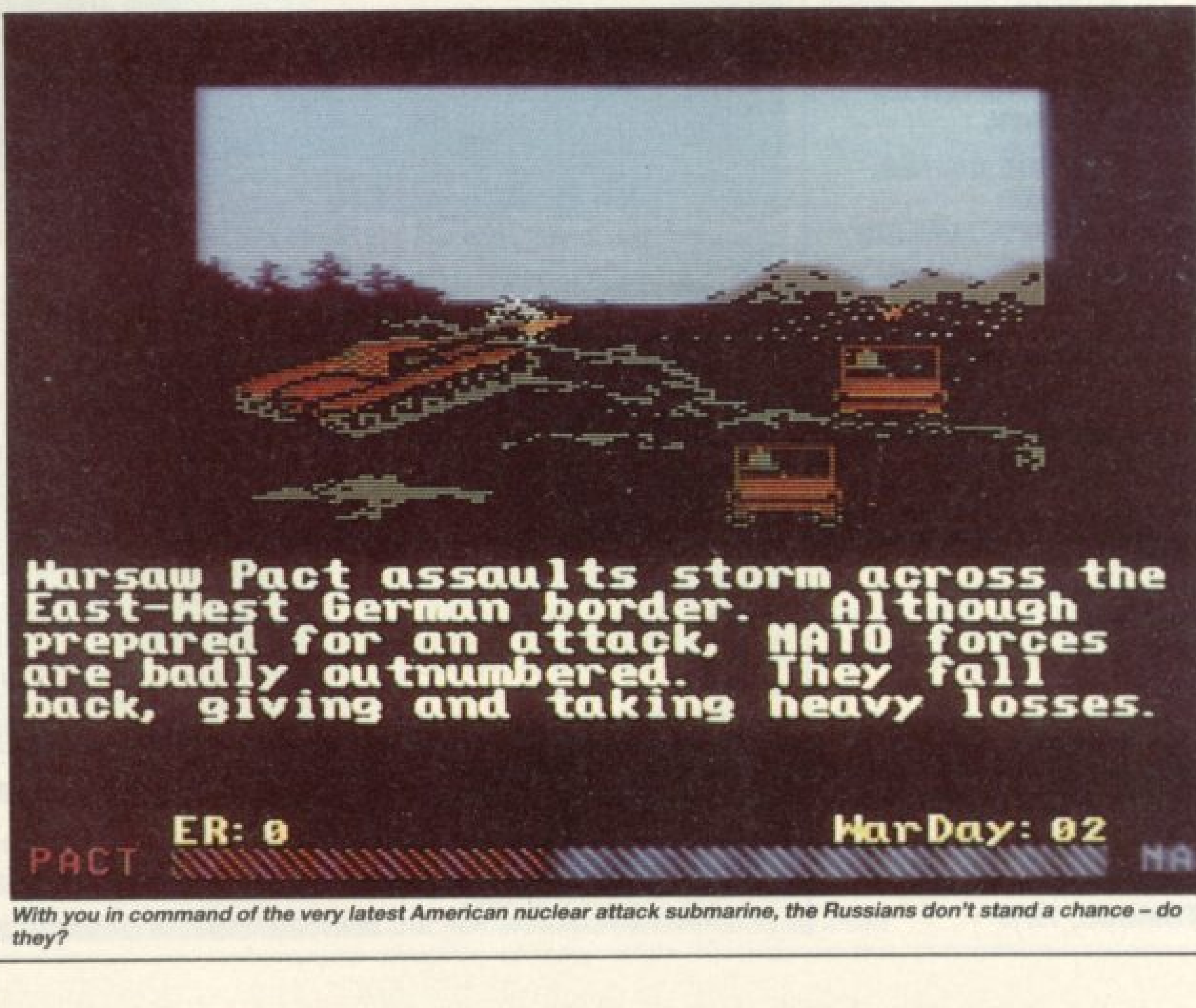
If the worst happens and homing torpedo's are launched against you, decoys, noise makers and old fashioned emergency turns can be used to avoid taking a hit. Any torpedo hits will destroy major systems within the sub and eventually sink it. To make matters even worse, torpedos invariably turn round if they miss and come back for another go! On board weapons not only include the standard wire-guided Mark 48 torpedos but also Harpoon and Tomahawk anti-shipping missiles. The type of mission and also the year of conflict determine which weapons are available and ready to be put on board.

Hunter and hunted

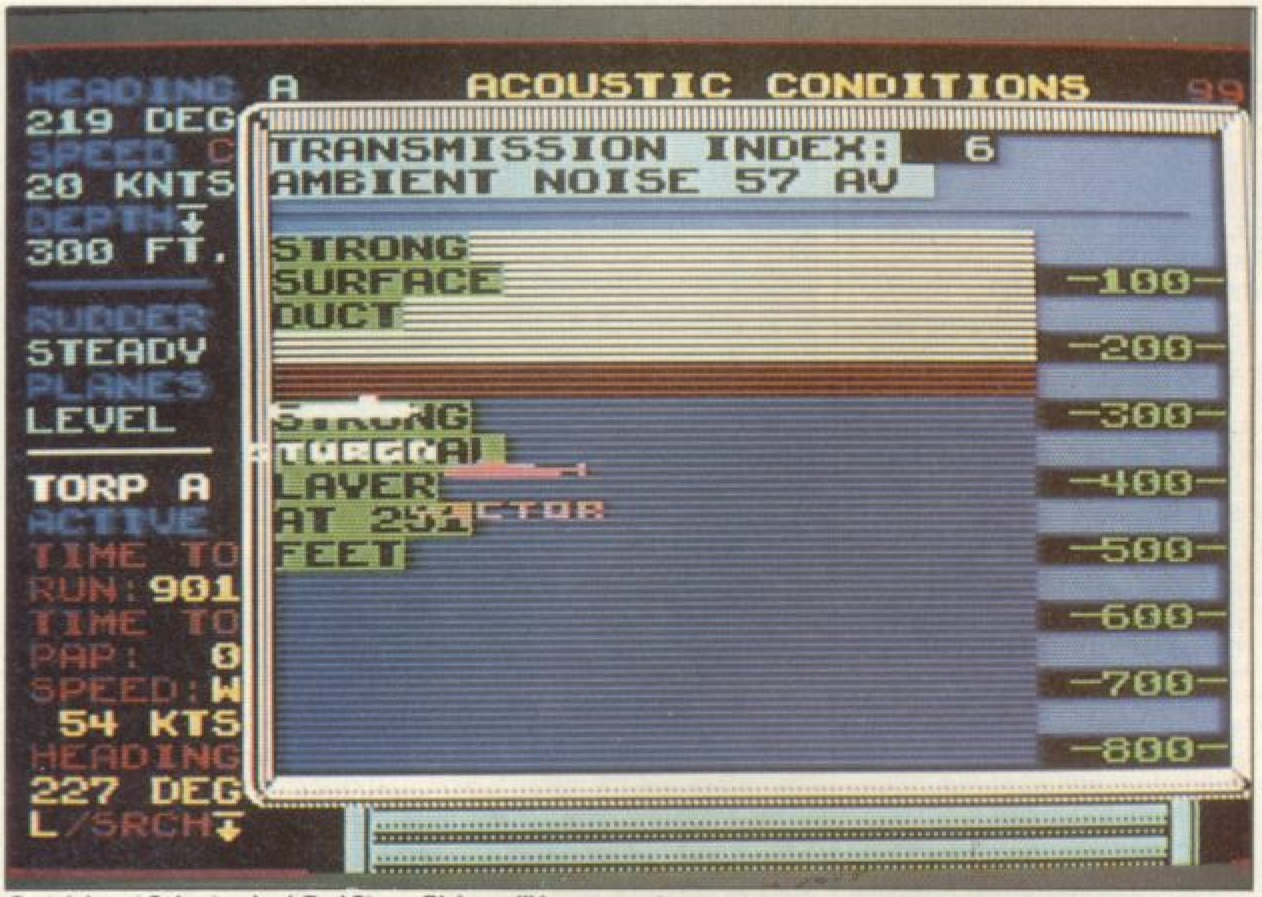
Destroy the intended target and you get the chance to relive the encounter in a speeded up action replay. The mission then ends with an experience rating given and – if lucky – medals for valour.

In campaign mode however, it isn't over yet. The sub still has to get back to base before awards are forthcoming.

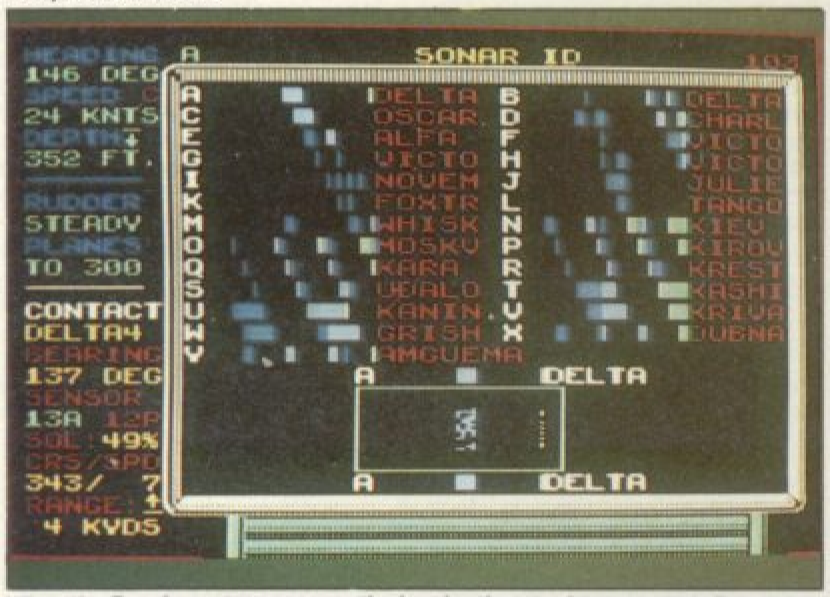
While *Red Storm Rising* could be classed as a modern day *Silent Service*, the game is more akin to Grandslam's interpretation of Tom Clancy's previous novel *The Hunt for Red October*. The tactical display with its sonar contacts and torpedo tracks is the most important and prominent display in the game. As a result interpreting the data is the key to success.



With you in command of the very latest American nuclear attack submarine, the Russians don't stand a chance – do they?



Certainly not Sub-standard, **Red Storm Rising** *will keep you at your computer for weeks*



When the Russians storm across the border threatening to overun Europe, it is up to you to keep the shipping lanes open and help her to survive.

This heavy reliance on a solitary display means that *Red Storm Rising* may not have the mainstream appeal of other recent Microprose titles. Nevertheless the game is typical of the masters of simulation software in its terrific depth and scope of play.

The separate missions are entertaining, varied and challenging even without making use of the extensive options. The icing on the cake is the Red Storm campaign: It's a totally demanding, powerful and vicious battle at all levels and another winner from Microprose.

COMMODORE 64/128
Diskette: £19.95

Although employing fairly basic graphics and limited spot sound effects, Red Storm Rising **goes all out to recreate the tense situations of modern submarine combat and succeeds with ease. Not only have Microprose written a program of considerable size but they have also managed to cram in an unbelievable number of those animated sequences, tunes and little effects common to Microprose games. The overall effect is of a technically stunning program which compliments the novel perfectly.**

Overall 86%

OTHER VERSIONS

MicroProse are considering releasing Red Storm Rising **on the PC next year. Atari ST and Amiga conversions are a possibility but nothing is yet planned.**

This review of Red Storm Rising **is of the diskette version. Previous conversions to cassette of diskette based games such as** Gunship **have resulted in arduous tape accessing, affecting the overall enjoyment of the game. Consequently, the cassette version, planned for release before Christmas, will be reviewed separately.**

"a totally demanding, powerful and vicious battle at all levels and another winner from Microprose"

VERSION UPDATE

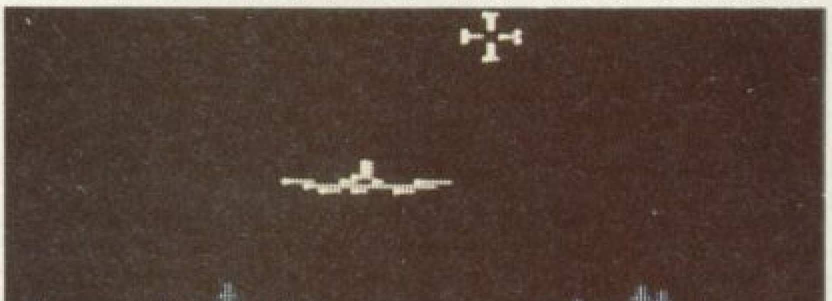
THE TRAIN
Accolade/Electronic Arts

Spectrum 48/128:
Cassette £8.95,
Diskette: £14.95

BASED around the 1965 film of the same name, *The Train* involves hijacking a German goods train carrying France's national art treasures and riding it back through occupied territory to the safety of Riviere in Normandy. En route bridges are crossed, tracks switched and stations stopped at to refuel and send messages to the Resistance. The Germans send soldiers, enemy fighters and patrol boats out to stop the train in its tracks.

Despite an atmospheric first screen and detailed backdrops in the combat scenes, the graphics are of average quality. Planes and boats lack colour and detail and the game's realism and war-time atmosphere suffer through errors – red ground and blue trees.

The combat sections, while adding variety to the game's proceedings, are shallow and undemanding and as such offer little entertainment value. Controlling the train, while hardly complex, has its attractions and is enjoyable within limitations.



Blue trees and red ground help to destroy any atmosphere created by the gameplay

The lack of depth in the sub-sections and low level of incentive to continue with the game once completed were problems encountered in the C64 game, they have unfortunately manifested in this version.

The Train has potential and the idea of combining arcade action and simulation works well. It's a shame the sub-games which play a major part in **Nick Wilson**'s conversion are simplistic, lacking in challenge and very quickly run out of steam.

SPECTRUM:
OVERALL 61%
COMMODORE 64/128
71% TGM004

VERSION UPDATE

G'Day Sports

GOLD SILVER BRONZE

US Gold/Epyx

Spectrum 48/128: Cassette £14.99, Diskette: £17.99
Amstrad CPC: Cassette £14.99, Diskette: £24.99
Commodore 64/128: Cassette £14.99, Diskette £17.99

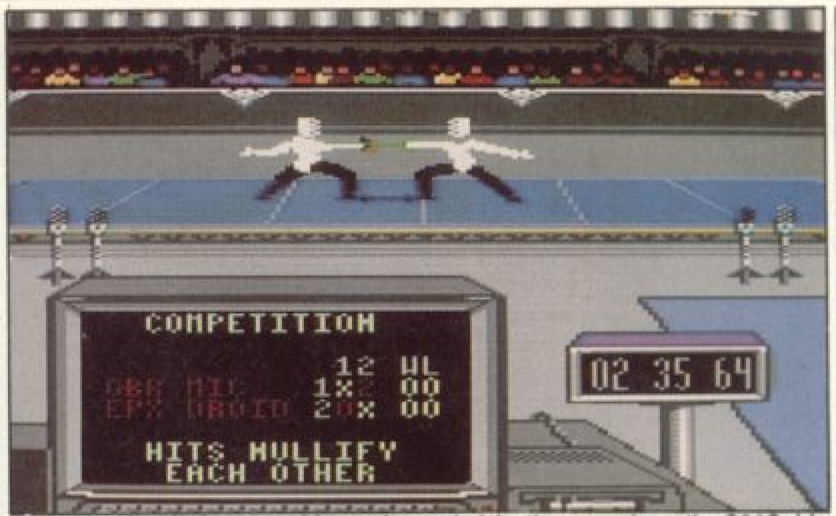
AMERICAN programming and design team, Epyx, are renowned for their range of quality C64 games – US Gold provide conversions to the popular UK micros. Perhaps the best known of these products are those in the *Games* series, which will soon reach its seventh game: *The Games: Summer Edition*. *Summer Games* and *Summer Games II*, previously unavailable on Spectrum and Amstrad CPC, were reviewed last issue.

Winter Games making up the trilogy, all parts follow a similar format in both joystick control styles and playing options. A menu is presented on loading, allowing you to practise one or more events, selected from a sub-menu, as many times as desired before taking part in actual mono- or multi-competition. World records can be displayed on the disk versions – the sporting equivalent of a high score table – and the visual splendour of the opening (and in *Summer Games II*, closing) ceremonies replayed to inspire gentlemanly competitive spirit.

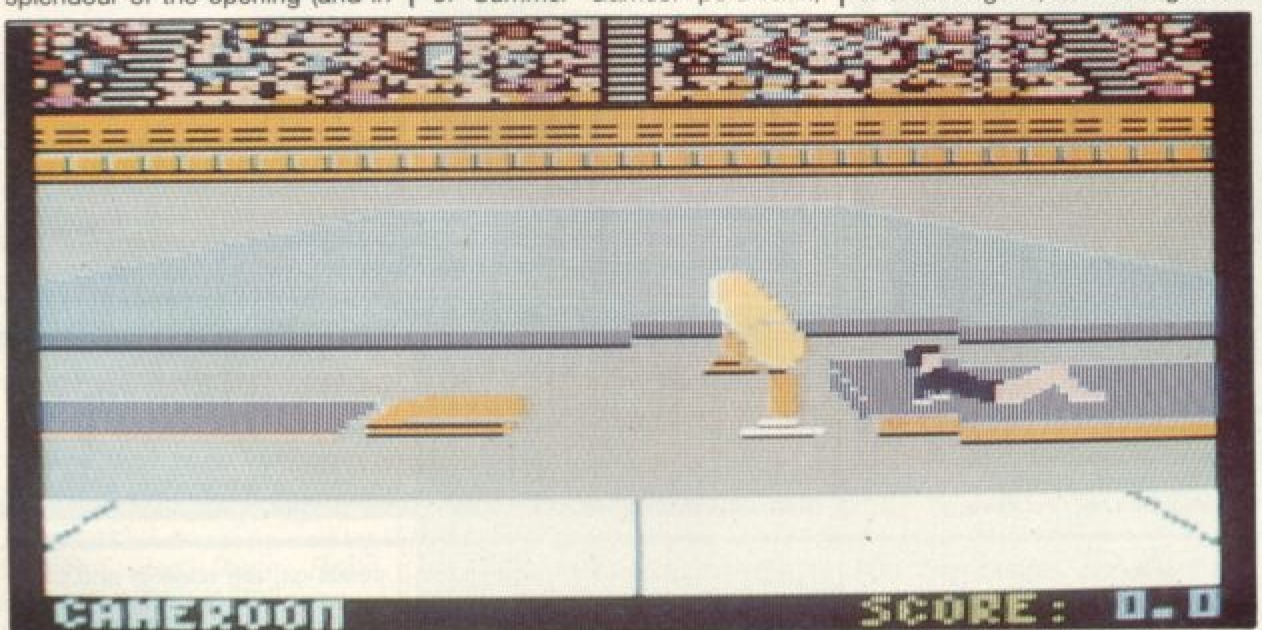
When ready to take part in real sport, up to eight players (dependent on version and friends available) enter their names and a country's flag from the 18 available, including the special 'Epyx country'. The Amstrad is lacking in this department, it being impossible to represent a country in *Winter Games* with it missing out the traditional flags and national anthems.

Control generally splits into two styles. Repeated waggling or pressing generate energy for the sportsman, with additional movements on some events carrying out an action. The other control format uses joystick directions to perform various moves, while the athlete moves under his own power.

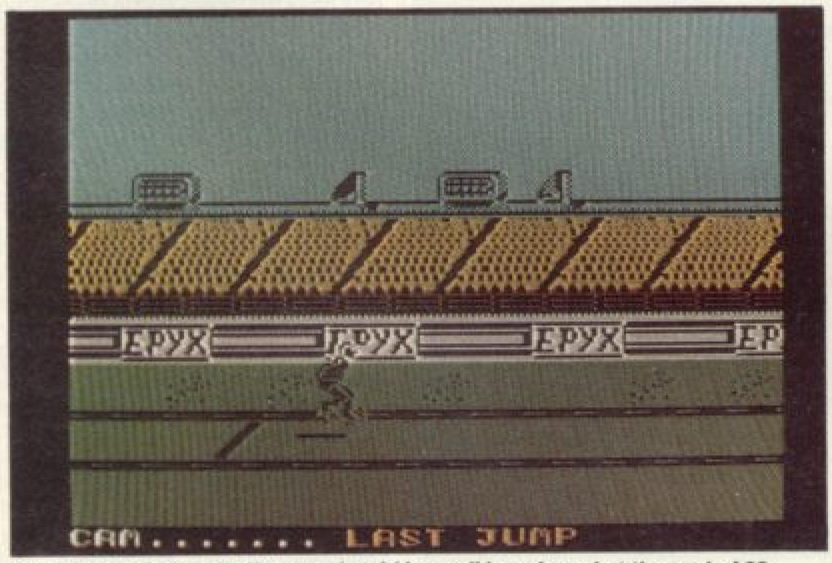
You test your varied sporting skills first with the eight events which fill the sun-drenched arena of *Summer Games*: pole-vault, 100 metres, 4 x 400 relay, 100 metres freestyle and 4 x 100 swimming relay, diving, gymnastics (vaulting over a gym horse) and skeet-shooting.



Incorporating the best graphics and sound of the three versions, the C64 Gold Silver Bronze is an essential purchase



Excellent value for money, the trio of games should keep you competing for hours – Amstrad screen



If you've played properly, you should be well knackered at the end of 23 events – Spectrum screen

Another eight events feature in *Summer Games II*, beginning with the timed step of the triple jump. The others are the cycling, high jump, javelin, rowing, kayaking, fencing, and equestrian events

Control is a little awkward in *Summer Games II*. Near pixel-perfect positioning is needed to get the temperamental horse to jump and the bicycle requires a strange joystick rotation to be propelled. Despite this, it's an improvement over the original, as there is greater variety in the events and animation is smoother. Increased detail on all three formats is marred slightly by some weird colour schemes on the Amstrad version, and the Spectrum features jingles to complement its tactfully used colour. A worthy sequel.

The snow-covered scenes of *Winter Games* have been seen before on these machines, its seven events being figure skating, bobsled, speed skating, hot-dog aerials (stunts performed on skis), biathlon (a shooting and cross-country skiing combination), free-style skating and ski jump.

The bobsled and ski jump are the events that stand out because they have different control methods. The worst two are the figure and free-skating; virtually identical events which generate little interest. The other events, particularly the quirky hot-dogging, do well to bring interesting sports that neutralize the stumbling block of skating and bring *Winter Games* up to the Epyx standards. Graphically, its arguably the best of the three, mostly due to its extremely attractive snowscapes, particularly on the C64. Poor animation and blocky sprites in some Amstrad events are not helped by whining music, but in competition aren't too detrimental. The C64's detailed and colourful sprites make it a good looking game, and monochrome characters on the Spectrum work well. The lack of music on the Sinclair machine is made more acceptable for tape users as *Winter Games* requires but two loads.

In all three games, medals are awarded to the players on completion of each event, and records saved to disk, if the option is available.

The sometimes drastic changes of control method between events in all *Games* is offset by the undeniable playability of the program. All have well-animated sprites, although the Amstrad and Commodore athletes are more colourful than the unavoidable dullness on the Spectrum.

Multi-loaded events are the only major fault with the *Gold, Silver, Bronze* compilation, which provides a total of 23 sports, which, if not all playable, are certainly competently programmed. Some events are old-fashioned but together the package forms a huge sporting competition that represents good value for money. If tape users can stand the individual loading of each event, they will find many hours of exciting competition ahead.

SPECTRUM: OVERALL 87%
AMSTRAD: OVERALL 85%
COMMODORE: OVERALL 89%

Whoops! Last issue a reviewer who should have known better told us all that each of the constituent games in *Gold Silver Bronze* cost £15 each. The offending one has been suitably dealt with and, as a penance, we are forcing him to bow down three times a day in the direction of **Epyx**. There's justice, and there's TGM justice.

GUNS IN SPACE

DELTA 2: ARMALYTE

Thalamus

While **Stavros Fasoulas** bravely soldiers on with his national service for Finland **Cyberdyne Systems** have crept in with the sequel to his 1987 hit *Delta*. In *Armalyte* your task is to fly a spacecraft over a horizontally scrolling landape. Oh dear, no, wait on, it could be really rather good . . .

Marching to the tune of the times your mission is inspired by the machinations of some futuristic mega-corporation. In the aftermath of a massive financial Crash hundreds of pinstriped executives set about drowning their sorrows in bars across the galaxy. One of them, Woodward, found a chink of optimism in the repetitive ramblings of an old alcoholic. Dismissed by countless others as a liar spinning a yarn for drink the old man was in fact an ex-serviceman with the Damocles force. This almost legendary force had disposed of the Hsiffann Khanate in the war immortalised in *Delta*. Victory had been less than total, however, and the treasures of the fallen empire remained safe under the watch of formidable robot defences.

Yet the sodden old man proved his story by producing a cylindrical piece of Hsiffan treasure and as soon as Woodward saw it glisten in the dim light he knew how to save his company. Out of personal funds he purchased a pair of the latest in hi-tech fighters, and hired two fighters (you and another player) to undertake this suicide mission. Times are hard though, and success would make you rich.

According to the old man there are special crystals dotted throughout the eight levels of the defence systems. Fire at them and they change into rear lasers, vertically-firing lasers, converging lasers, triple lasers, equipment to recharge your superlaser faster, and rapid-fire lasers. These are fortunately not lost after each death, but only at the end of a level.

Should a sufficiently brave wingman fail to be found then the player will be accompanied by a slaved spaceship which will follow him either closely, or at a distance, its laser firing in tandem.

With only three lives it's never going to be easy, however, and finding the multi-load for the next level will be more a cause for relief rather than irritation.

COMMODORE 64/128
Cassette: £9.99
Diskette: £12.99

Beautifully swirling stars on the title page set the scene for some pretty spectacular graphics, which vary considerably from level to level and are at their best in the awesome end-of-level monsters. Horizontally-scrolling shoot-'em-ups are as old as the Commodore 64, but this is a particularly professional and well-detailed implimentation which even Fasoulas would be proud of.

OVERALL 90%

OTHER FORMATS

Atari ST and Amiga versions are expected for Christmas, while yet more hard-working Thalamus gnomes promise a Spectrum 48/128 game for the New Year.

"A particularly professional and well-detailed implementation"



Not just your run-of-the-mill horizontally-scrolling shoot-'em-up this you know – it's from Thalamus!

VINDICATE OR GET LOST!

VINDICATOR
Imagine

The Earth is no longer the jewel in the solar system's crown that it used to be. On the surface of the blue planet the greatest buildings have become mere smouldering wrecks; historic cities reduced to rubble, and streets inhabited only by the wind and twisted steel. The Earth has been invaded.

No-one knew why they came, or why they were bent on laying Earth to waste. Small pockets of humanity gathered underground, hiding far away from alien fleet's patrolling the planet's surface.

One man sought revenge. Unwilling to build a new life in an oppressed world without attempting to eliminate the enemy forces. His task was to search for the blueprints buried deep in the heart of the alien's complex which contained information on how the invaders could be destroyed. Once found, he would search out the leader of the mutants, the Dark Overlord, and kill him in his lair.

Planes and jeeps and bombs

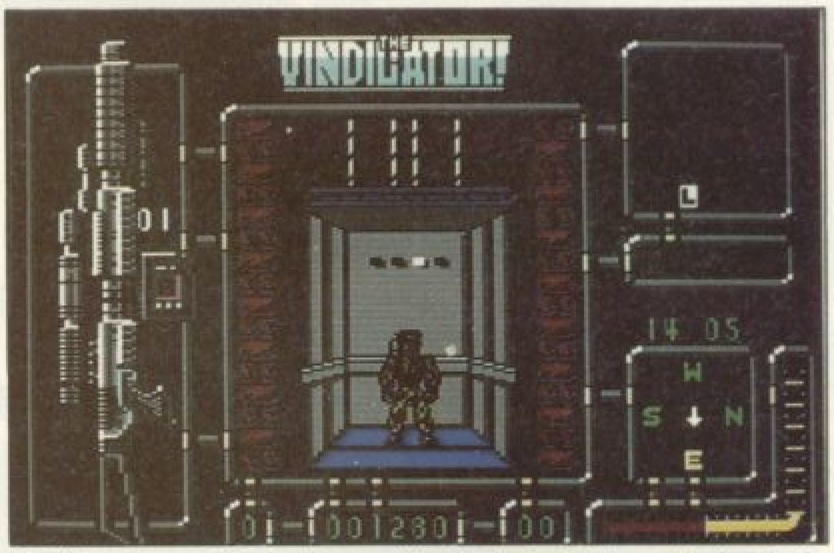
Already within the complex, you guide the vindicator through maze-like corridors, displayed in isometric perspective. There are four levels to the base, each having a computer room which displays the location of a bomb component. To gain this information, a colour-coded computer pass is found and an anagram puzzle solved. The frequently changing viewpoint and forward-only movement are only made worse by the complete lack of distinguishing features, so that even a map doesn't help the situation.

The computer passes are in the which populate the complex, either in the store rooms, or, in the case of the Spectrum version, the possession of the hostile aliens corridors. A few well-aimed shots from the rifle are sufficient to deal with them, but they can fight back with a similar weapon or spit poison.

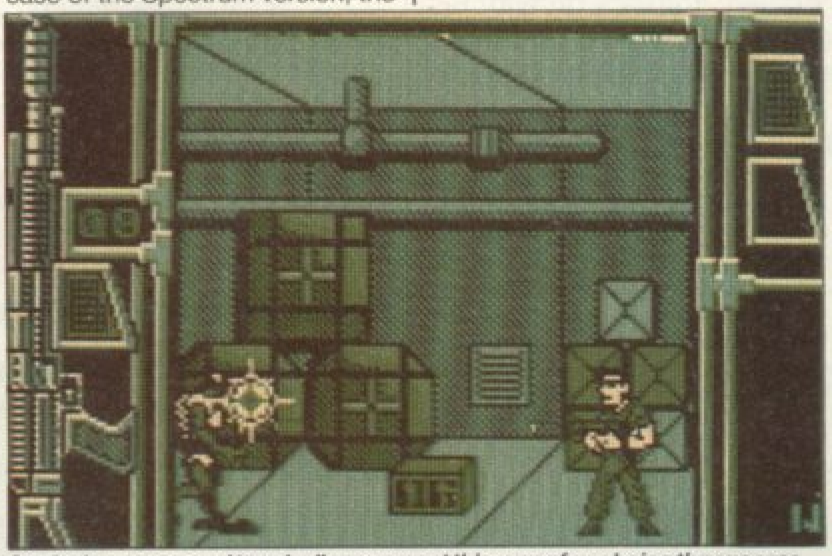
Once the complex has been destroyed, you board a plane which flies over a vertically scrolling landscape towards the Dark Overlord's lair. Your crafts machine guns dispose of flying enemies while large targets such as bunkers are despatched with bombs. When a life is lost, control switches to a jeep, armed with grenades, which battles against robot tanks and helicopters.

The final section takes place across horizontally scrolling platforms within the Overlord's domain, deep below ground. As in *Green Beret*, enemies are despatched with bullets as you utilise lifts and trap doors to descend further into the complex.

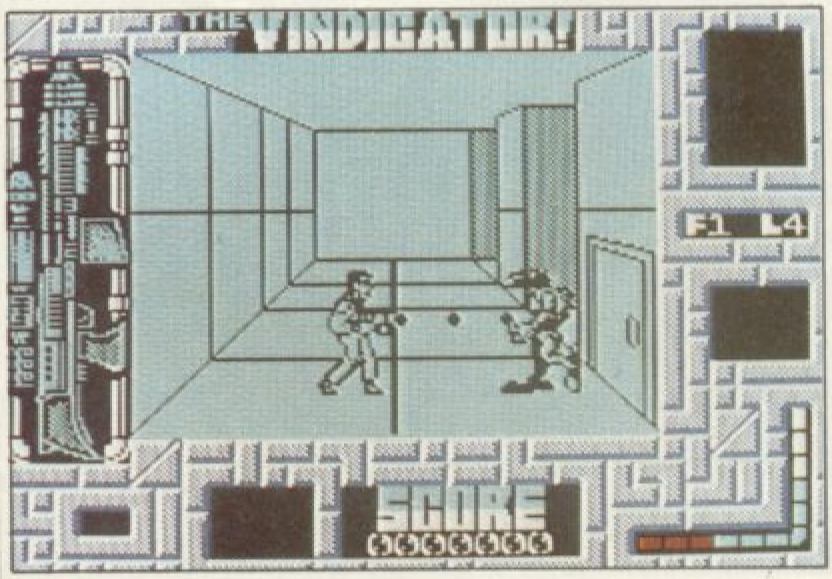
The three types of game in one makes *Vindicator* good value for money.



Metallic mazes and aliens galore await the vindicator on his quest to free Earth



Confusing mazes and tough aliens prevent this game from being the success it might have been – Amstrad screen



Vindicator *works quite well on the Spectrum – even if it remains a little garish*

COMMODORE 64/128
Cassette: £8.95
Diskette: £12.95

The attractive metallic walls featured in the first section of Vindicator **are little compensation for an extremely confusing maze. Mournful music and unmemorable sound effects don't help much.**

OVERALL 59%

AMSTRAD CPC
Cassette: £8.95
Diskette: £14.95

The colour capabilities of the Amstrad CPC are not sufficiently exploited, corridors are marked out in blue and black, with a simple check pattern to show off-shooting corridors. The jeep driving and 1942-style combat is basic but playable, and made up for to some degree by the run-and-shoot action of the final stage.

OVERALL 73%

SPECTRUM 48/128
Cassette: £7.95
Diskette: £14.95

The corridors are more spacious than in other versions and it's quite a shock to find aliens wandering about in them. They prove to be dangerous at first but easy to master. Monochromatic graphics sometimes blur the action, but all parts of the game have something to offer.

OVERALL 66%

OTHER FORMATS

An Atari ST version is imminent at £19.95

"Three types of game in one makes Vindicator **good value for money"**

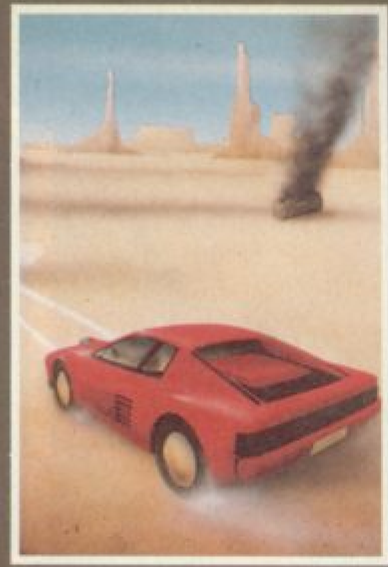


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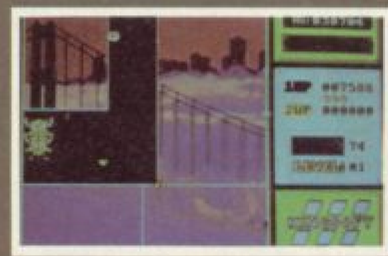
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A giant arcade adventure which has received rave reviews. Each level has its own unique solution and requires ingenuity and dexterity to complete. One player or two players TEAM action for added enjoyment.
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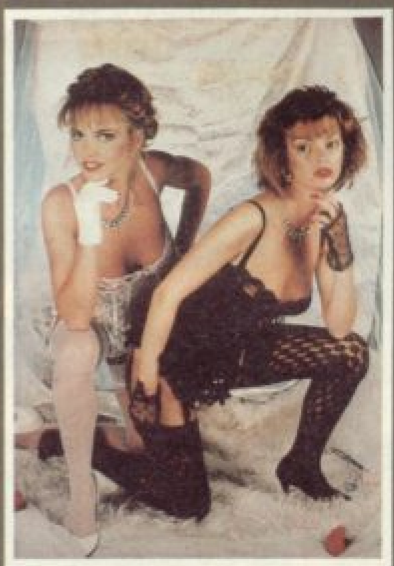






MANIAX
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CBM64-PLUS 4 £7.95 (D) £9.95



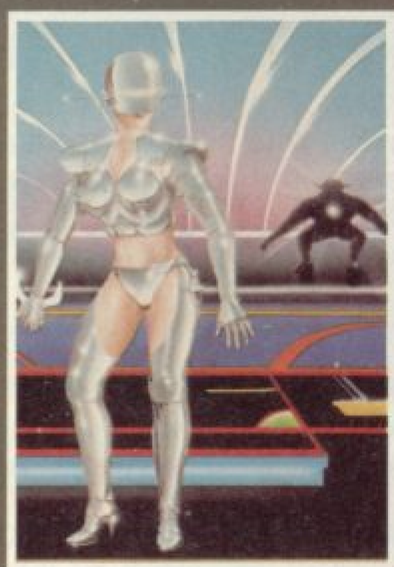


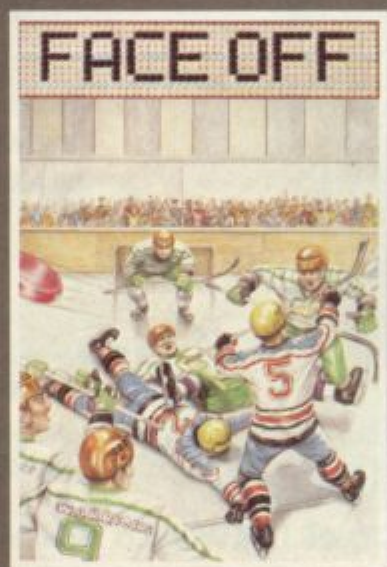
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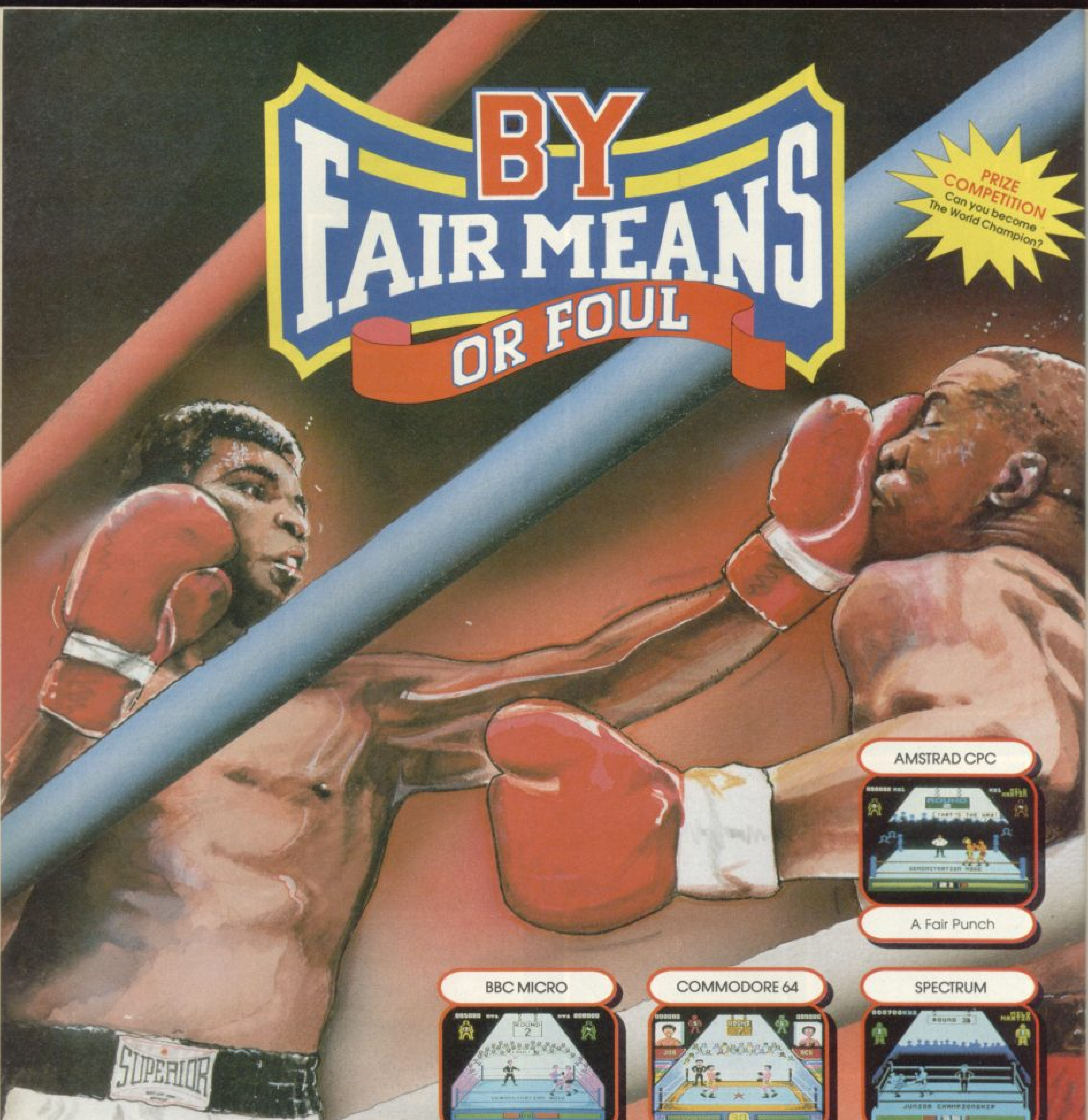
DAWN

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Fair Moves	Head Punch Body Blow Upper Cut Duck Punch	Foul Moves	Head Butt Knee Groin Punch Kick

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VERSION UPDATE

Harrier 'long now

SPACE HARRIER
Elite

ELITE'S 16-BIT RELEASES are beginning to snowball. The latest, *Space Harrier*, has proven as difficult to convert to the ST as it was to the Spectrum. The big problem being the memory intensive graphics that dominated the arcade machine. To counter this, Elite are releasing the game with ten levels and following it up with a data disk (*Space Harrier II*) – to be released in November with another ten levels – for £19.99.

Sega's coin-op has converted exceedingly well to the Atari 16-bit machine. The plot is forgettable but as the hero, you set out to save Dragon Land from psychedelic alien invaders by flying through the air blasting everything with your large laser cannon.

Weird beasts and futuristic vehicles of all types attack, solid obstacles flash past and laser bolts fly everywhere. At the end of each zone a major foe lies in wait, among them a two-headed flying dragon, spinning heads and giant robots. Defeat it and you reach the next level.

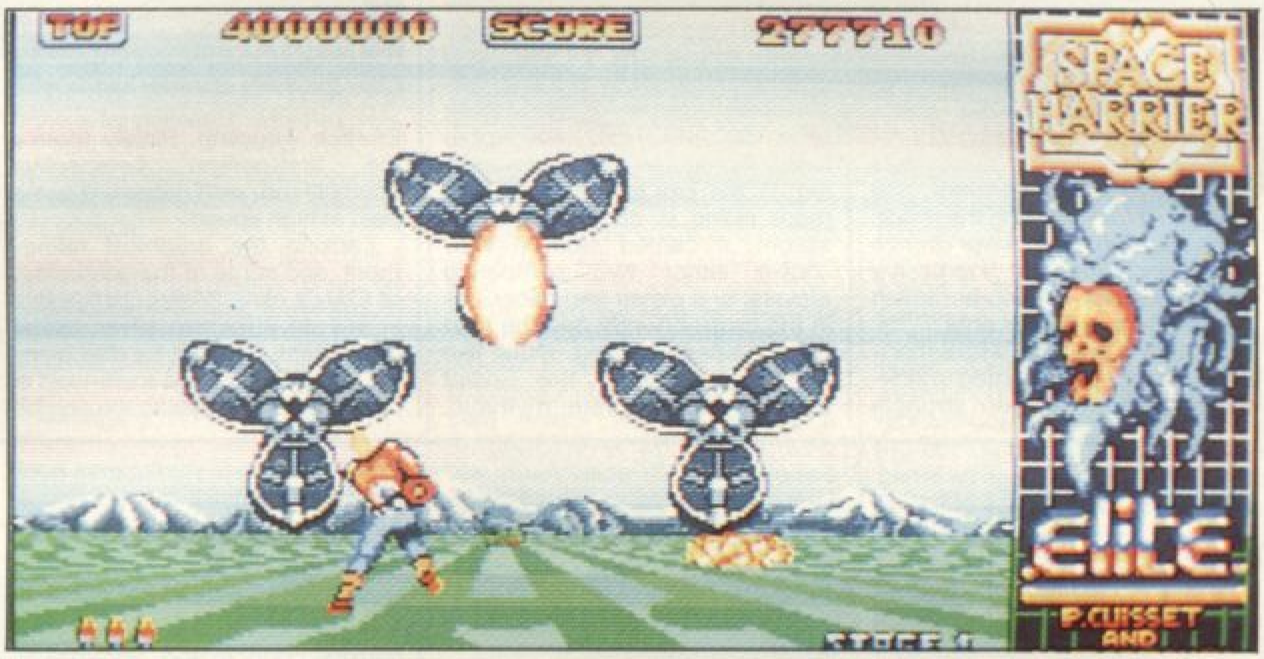
The speed of *Space Harrier* leaves most Atari ST 3-D games standing. Missiles, walls and enemies rush forward at horrendous speeds. Unfortunately the large main character often obscures oncoming hazards – at these speeds you need all the warning you can get!

Space Harrier is a daunting challenge which is highly demanding, the action never lets up and the progressive difficulty works with deadly efficiency.

Graphically excellent, Elite haven't spared anything in recreating the quality graphics of the arcade machine. The attention to detail is superb and each sprite features a multitude of colours. The only drawback is the lack of significant animation. Like the arcade machine, the speed is the problem if you want to admire the graphics – it's just too fast!

Elite have converted a difficult coin-op with a high degree of success. The presence of multi-load brings things to a grinding halt between levels and the crackly speech does the ST no favours, but the end result is a well presented, highly exhilarating, tough shoot-'em-up with graphics to be proud of.

ATARI ST: OVERALL 85%



Whether you choose running or flying, the aliens are tough to dispose of



Beautiful graphics and fast action emulate the arcade game faithfully – be prepared for addiction

PRESS ANY KEY

VERSION UPDATE

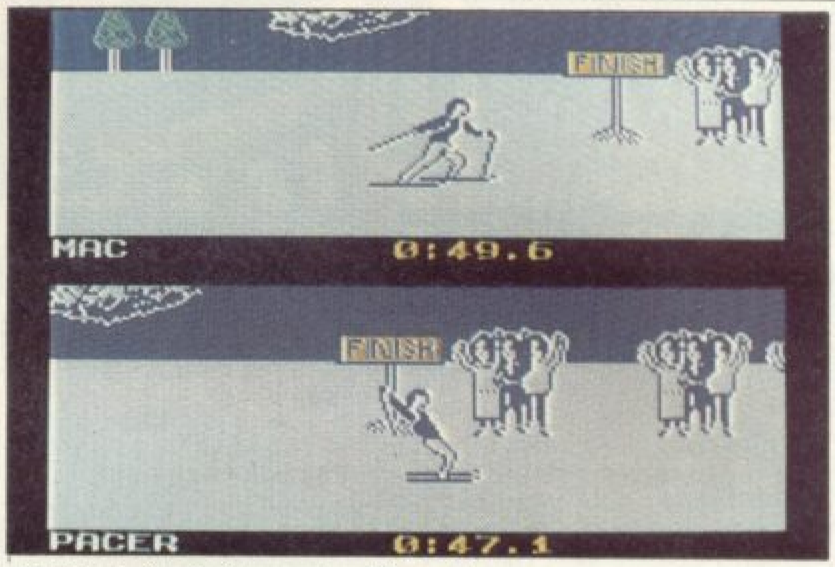
THE GAMES: WINTER EDITION
Epyx

Spectrum 48/128: Cassette £8.99, Diskette: £12.99

EVERYONE IS IN SPORTS MODE, what with the recent Olympics, another thrill-packed football season accelerating into Christmas and the lack of cricketing skills shown by the England team remaining a good talking point. Simulations are being released thick and fast and fans no longer need rely on TV programmes to feed their need – computer sport is here to stay.

The Games: Winter Edition has been converted by **Sentient**, and although it may stand in the shade of the excellent *Gold Silver Bronze* (which includes the impressive *Winter Games*) it features seven very impressive new events.

The first is the luge, with a madman on a tin tray presented in flick-screen fashion as you struggle with the job of steering. Considerably slower, until practice makes perfect, is cross country skiing requiring some carefully measured joystick waggling. Figure skating may look prettier, until you fall flat on your ice, but is one of the toughest sports – requiring very careful timing. The ski jump is a welcome change, with a first person view of the track rushing upwards until you press fire to jump. Timing the jump, and landing, is the key to the event. Yet more skiing is contained in the slalom, a canted side-on view shows either two competing players, or a player and pacer - as in the cross-country and the next event - speed skating. Much like the cross-country this event requires very accurate, rhythmic, joystick waggling. Finally there's the first-person perspective downhill run, with gates whipping past at high speed.



Enjoy the thrills of winter sports while you keep warm

Lacking the graphical refinement, and some of the gameplay, of Epyx's early *Winter Games* this is still an attractive silver medal contestant - at least for disk owners. On cassette, the multi-load is tiresome, especially as the names of potential loads are not displayed as they run past. But like other Epyx titles a great opportunity for having friends around for some heated competition.

SPECTRUM 48/128: OVERALL 71%

COMMODORE 64/128: TGM009, 75%

VERSION UPDATE

Warren peace

SAMURAI WARRIOR: THE BATTLES OF USAGI YOJIMBO
Firebird

Spectrum 48/128: Cassette £7.95, Diskette: £12.95



Usagi is only in it for the doe – anything for a fast buck. Does he work for the burrow council? – Amstrad screen

Amstrad CPC: Cassette £8.95, Diskette: £14.95

USAGI YOJIMBO (great name for a rabbit) leaves his job with the burrow council and undertakes the task of rescueing his old friend and panda, Lord Noriyuki.

Set in his way are the murderous Ninjas of evil Lord Hikiji. To survive for long Yojimbo has to be skillful with the sword - his three, basic combat moves are controlled by pressing fire for various amounts of time - but there's more to the game than that.

A panel displays Yojimbo's current cash situation and his Karma rating (which must never drop below zero or he commits suicide to preserve his honour). Karma is built-up by good acts, such as giving alms to the poor, and lost by killing unarmed peasants. Another reason for acting honourably is that by failing to bow to other citizens Yojimbo may provoke a fight.

While following his smoothly scrolling path, Yojimbo is offered a choice of routes to take, caves to explore and even inns where he may recover his strength by eating.

On both machines the graphics are very characterful and add much to the game. To the credit of the programmers the Amstrad is for once made good use of, and the colour significantly improves presentation – while scrolling remains faster than on the Spectrum. Unfortunately sound effects are poor, on the Spectrum a few beeps announce hits while on the Amstrad a rather feeble tune accompanies the action.

Both conversions are slightly easier than the original game, especially the Amstrad version, but progress remains very tough - necessarily so since it does not take a great many screens to finish the game. While combat is rather simple, principally restricted to a matter of timing, this is an engaging and enjoyable game which should do well, especially on the much abused Amstrad.

SPECTRUM: OVERALL 79%
AMSTRAD CPC: OVERALL 81%

COMMODORE 64/128: TGM 006, 84%

CRAZY LIKE A FOX

FOXX FIGHTS BACK
Imageworks

What's with the weirdo parading round the advertising pages dressed as a machine-gun-toting fox? Imageworks have come up trumps with a game that will appeal to trigger-happy arcade players and animal liberationists everywhere.

Mirrorsoft's latest label has only one other game to its name so far: *Fernandez Must Die*, a *Commando* variant, reviewed in TGM**011**. *Foxx* was programmed by **Denton Designs**, a team more readily associated with arcade adventures set is space.

No matter how much they are portrayed as nasty, lazy creatures by television documentaries and country dwellers alike, the life of a fox is not an easy one. As if blunderbuss-wielding, barbed-wire-bailing farmers were not enough, there are the seasonal fox-hunting parties to contend with – a variety of upper-class hooligans who take great delight in shedding the blood of dumb furry animals, nobly assisted by packs of fox-hungry hounds.

For one particular scarlet-backed quadruped, Mr Foxx, things are worse still as the fellow members of the animal kingdom are rebelling against him. After stealing their eggs , perhaps the hens are justified in attacking him, but what has Mr Foxx ever done to squirrels and badgers? This is the last straw.

Happening across an abandoned pistol, Foxx becomes armed and fairly dangerous. In his hunt for food, both for himself and Mrs Foxx, anything which gets in his way may not live long enough to regret it.

In a sideways-scrolling rural scene, the fox is guided to collect food, bright red apples ripe for the picking on the first stage, going on to varied meat foodstuffs stolen from the farmhouse. While this food is for delivery to Mrs Fox, rabbits and chickens can be collected to regain energy. Foxx' current state is measured by the length of his tongue!

Energy is lost when Foxx hits a wall, animal or missile. Squirrels drop explosive nuts (fnarr!!), and fluttering hens launch exploding eggs as they swoop down.

Hungry like a wolf

Rock-throwing badgers (which look surprisingly like moles) make a nuisance of themselves further into the game. The most common adversaries are the dogs, which come in the shape of Hell's Beagles! This gang are so named because some of their number ride around on motorbikes; others are armed with guns.

Foxx can increase his firepower by collecting weapons which lie around the countryside. These replace the slow-firing pistol he begins with, the most powerful weapon of the four available being the machine gun, which allows him to shoot and walk simultaneously.

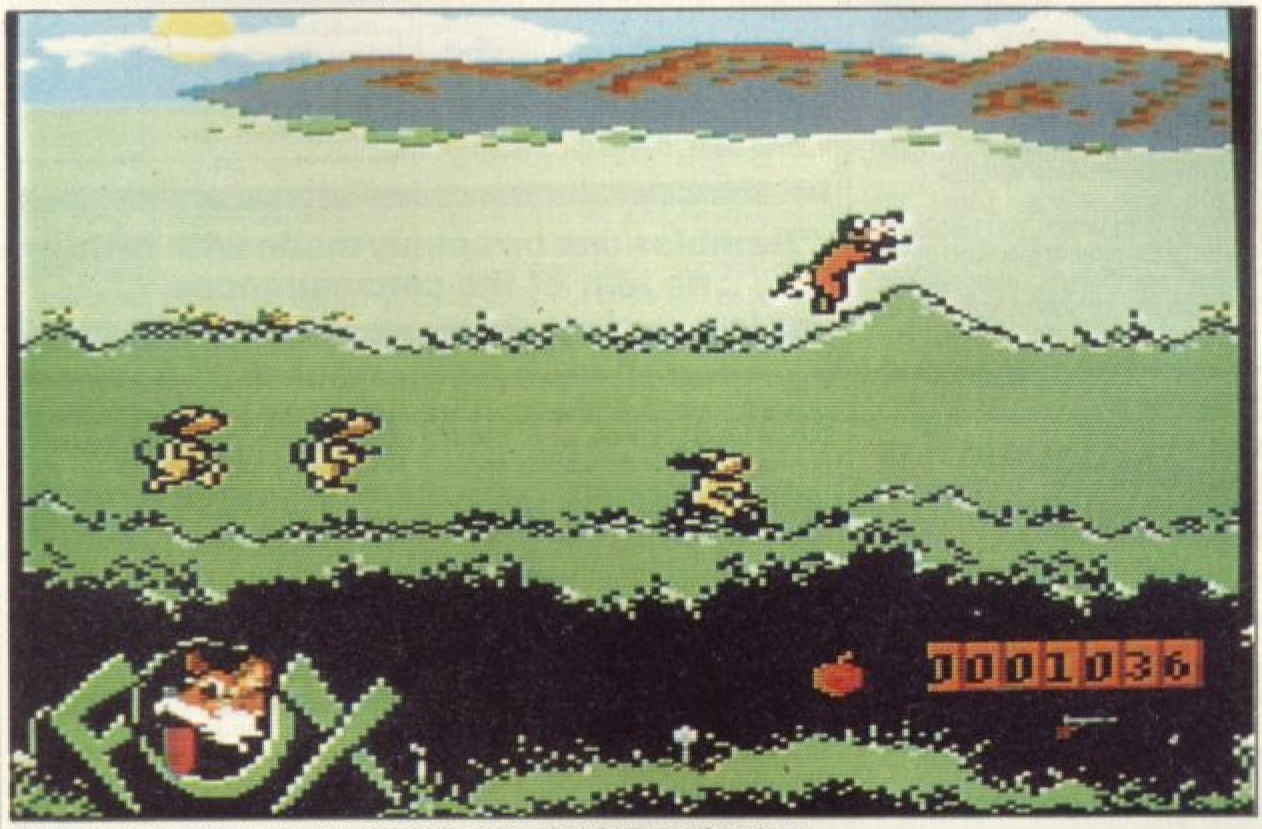
The burrows in which the energy-giving bunnies reside also act as short cuts, by-passing beagle infested areas and getting Mr Foxx home in double-quick time.



Foxx is in for a headache from the Mrs should he turn up empty pawed

The frivolous nature of *Foxx Fights Back* is something you wouldn't expect from **Denton Designs**, but in practice, the game plan works well, albeit on a simplistic level. Sprinting around the countryside blasting beagles and chickens is great fun, if a little bloodthirsty, but coupled with egg-dodging and food collection, makes a highly playable arcade game.

As for collecting more powerful guns: *Nemesis*' influence gets everywhere! The action is quite repetetive – only graphics changing from stage to stage – and the game as a whole would be better suited to a lower price tag.


Foxx is ambrushed by a chapter of Hells Beagles – but that's another story

COMMODORE 64/128
Cassette: £9.99
Diskette: £12.99

Mr Foxx is a well-defined and animated sprite as he runs across smoothly parallax-scrolling countryside, backed by jaunty music. The initial amusement when the fox stands up on his hind legs to fire his pistol and the comical death sequence of the cuddly beagles wears off after a while, but it is the often the frustrating gameplay which is the most annoying factor. You are taken back too far in the landscape when a life is lost, and so frequently have to re-cover several screen lengths of scenery. With this factor corrected and more variety, Foxx Fights Back **would have been a highly addictive release rather than just a fun game.**

OVERALL 73%

OTHER FORMATS

A Spectrum version (cassette £8.99, diskette £12.99) will be in the shops in mid September. Imageworks are considering branching out into the 16-bit market, so future Atari ST/Amiga conversions may be something to look out for.

"in practice the game plan works well, albeit on a simplistic level"

PRESS ANY KEY

TRADING PLACES

INSIDE TRADER

Cosmi/Microprose

Known for flight combat simulations, Microprose have marketed a number of programs for Cosmi that generally require brain power rather than joystick skills. The last Cosmi game to be released was *The President Is Missing*, a CIA investigation of terrorist groups (75% in TGM**010**). The screen of the central Counter Terrorist computer is exchanged for that of a stock market trader's terminal in their latest release.

To most people the stock exchange is a mysterious beast, involving fluctuating share prices of mostly obscure companies, something called the FT100 index, and frantic arm signals to anonymous traders.

Based in the USA, *Inside Trader* places you in front of a VDU displaying stock prices and information from the wire service. While you can get rich by acting on varying share prices and common news items, you also have a number of inside contacts who supply you with reserved information – at a price. This is illegal, and you may find yourself investigated by the Securities and Exchange Commission. Do you destroy the evidence or come clean and pay a lenient fine?

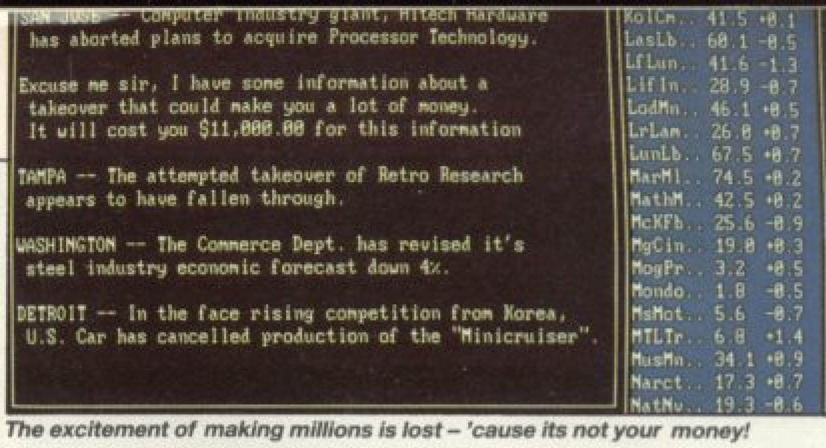
The screen is divided into four main sections. The largest is the Wire Service Window, which receives relevant information from all over the USA: government reports on expected trading figures, profit reports on various companies, takeover news, and some unusual items which affect certain share prices. It also displays company profiles, reports of your transactions and offers of inside information.

Share and share alike

A Ticker Window constantly scrolls alphabetically through the prices of all one hundred companies, providing the stock market abbreviation (or Ticker symbol), stock price (per share, in dollars) and change since last reported are given.

Your transactions are made via a number of commands, entered into the appropriate window.

You BUY shares using the $50000 with which you begin the game, a command followed by the target company's abbreviation. The number of shares you wish to buy can form part of the command, otherwise you will be told how many you can afford and asked the number you require. A REPORT gives the name, industry type, stock rating , main business, and price-to-earnings ratio of the specified company. If you find from this that a company you have an interest in is doing badly, you can SELL some or all of the shares you own.



The excitement of making millions is lost – 'cause its not your money!

If an offer of inside information appears in the Wire Service Window, you can buy it at the price specified with the PAY INFORMANT command, providing you do so within 60 seconds. If you decide to buy, news of an impending takeover is usually given. The time remaining is shown with your cash reserves and portfolio value.

The game can be personalised by altering files with an ASCII text editor, company data, Wire Service and insider information are all changeable.

Whilst the logical deduction necessary for progress in a game like *The President is Missing* is clearly of appeal to certain types of games player. If any excitement is to be generated from a share trading base, then a lot is needed to go on, rapid split-decisions made and heavy risks taken. The latter is possible with *Inside Trader*, but no atmosphere is generated in the game, gambles can be calmly made with little or no fear of the consequences.

PC
£24.95

The simple screen layout makes no use of the EGA graphics card option, mirroring the basic facilities of the game itself. There aren't enough commands to interrogate the limited information available and some humourous wired messages only partially lift a very serious game. For a straight forward stocks and shares game, this will keep closet traders happy for a while.

OVERALL 41%

OTHER FORMATS

There are no plans to convert to other formats

"Gambles can be calmly made with little or no fear of the consequences."

VERSION UPDATE

POWERPLAY

Arcana

Atari ST: F19.99

SEVEN MONTHS after the joint Atari ST/Amiga release of this trivia-type game Arcana have reworked the latter version to supposedly make better use of the superior machine. Arcana's PR gloating addresses itself to Atari ST users, claiming the only way an ST could duplicate the new Amiga game is with ABAQ. Pause for sniggers. It may well be that the 32-colours of challenge screens would be difficult to duplicate on an ST, but who would want to – they're average at best. Similarly inept is the Spectrum-like attempt at speech accompanying the end of game screen.

Considerably more attractive are the 21 pictures of all the various characters at the bottom of the screen, but unfortunately the actual animation of characters on the gameboard remains poor.

Compared to *Battle Chess* the PR for this game's mediocre graphics is genuinely amusing.

But what about the game itself? This consists of guiding four characters into battle with the opposing side. Answer a question correctly and you can move a character one space, while building up points for a mutation into a higher level creature. These have more difficult questions, but if they lose in a challenge they simply revert to their former shape rather than die. The objective of the game is to kill all your opponents characters in challenge. Challenges are won by answering questions before your opponent, answer enough correctly and he loses. Actually forcing a challenge tends to depend on persuading your opponent to agree, since you can simply avoid them by always moving away from a chasing character. In short, this is a rather basic game with some irrelevant window-dressing.

AMIGA:
OVERALL 62%



EXCHANGE IS AS GOOD AS INVEST



Sell! Sell! Sell! – Buy! Buy! Buy! What do you mean I've just lost 4 million?

BIG BANG
Zortech

What do the words 'Big Bang' conjure up for you? **Zortech** have kept it clean by associating the phrase with their stock market simulator. Programming team **Oxford Mobius** have created this, their first game, a program so sophisticated that it has even gained the respect of stockbrokers. Wow!

You take the role of a stockbroker, at relative ease with the frightening consequences your actions may have. Investing £10,000 of your own money, you now sit in readiness for the greatest financial gamble of your life.

Setting a target figure of £1M, the path to riches or ruin is governed by a number of graphs and readouts which form the *Big Bang* game screen. These are grouped into three main areas. The upper section displays three price graphs, each of which can show one of three values. The commodities graphs shows the fluctuations of gold, oil or steel, that displayed changeable by clicking on the noun. The second graph shows the Pound/Dollar/Yen, and the third the FT100/Dow Jones US/Japan 100 share indexes. The time scale of these displays can be selected between hours, days and months.

The most important sector of the screen is the centre strip. This can show the names and relative share sizes of nine companies at any one time, others are viewed by scrolling the alphabetically sorted list. The companies listed are individually selectable for trading via the pointer.

Make a million

Selecting the relevant option brings up text and figures specific to a highlighted company, including graphs showing its profits, turnover and share price. If the prospects look good, you can buy a quantity of shares, or sell them if a company in which you hold shares is going under (or if its price is peaking). Shares can be held in numbered portfolio folders, to separate different 'industries', for example, or the default portfolio zero used for all purchases. The current price and number of shares owned (if applicable) are displayed to the left of each company bar graph.

Big Bangs many options give you complete control of its simulated stock exchange, whilst having extensive supplies of information with which to aid decision-making. If anything, there is too much to take in: personal in and out-going funds are frequently reported, and extensive company data is to be read. All of this is taken in (hopefully!) while keeping an eye on the fluctuating share prices, in preparation for a rush buy or sell. It may seem like a relaxing game dependant on mind power, but there's frantic movement for the sell option when a shared company has a peaking price!

The beginner to stocks and shares need not worry, for within the luxurious booklet supplied with the game is featured not only information on the program and the companies therein, but also a potted history of the stock exchange and how share trading works. Soon you too can be gaining – or losing – huge amounts of money, wrapped up in the treacherous world of high finance while not risking your home and life savings.

A wide range of emotions can be brought out by this program, from joy to anger, as the trials and tribulations of your companies are played out on the screen. Much has to be learned before your bank balance gets out of negative figures (overdrafts are almost essential to begin a quality portfolio), but it's involving all the way.

PC
£49.95

Sound is limited to a ticker-tape-type click as news comes in, but the numerous displays which make up the game are well-defined and neatly laid out – although discretion should have been used with the EGA colour pallet.

OVERALL 88%

OTHER FORMATS

As Zortech deal only with the PC and its compatibles, there will be no conversions.

"Soon you too can be gaining – or losing – huge amounts of money"

VERSION UPDATE

NIGHT RAIDER
Gremlin

PC: £19.99

LIKE A CRIPPLED BATTLECRUISER the public continues to be assaulted with wave after wave of *Night Raider* aircraft. Following the success of the Atari ST game flies the PC version, with Commodore 64, Amstrad CPC and Amiga versions still yet to take off.

The gameplay is the same on all versions, with you taking the part of three crew members in a Gruman Avenger's cockpit. Based on the carrier Ark Royal you can choose to go on a mission, practise landings, take-offs, flying or even attack the legendary Bismarck. In the former case you're offered one of five missions of varying levels of difficulty, with the ultimate mission being sinking the Bismarck. All missions offer a certain tactical element by having U-boats, E–boats, German bombers and mine fields.

Very good use of the EGA card helps to enhance a slightly shallow game



Graphical detail is pleasing on the eye, although the attack patterns are unrealistic in their similarity.

There are CGA and EGA options with the latter loaded off a separate disk – giving effective results. At various stages of the game static pictures are displayed which, in EGA mode, are very nice indeed. Sound remains, inevitably, a problem and is soon turned off.

This is an enjoyable, but limited and rather dated game on 8-bit machines which may succeed on the PC, principally due to lack of competition - except for the superb *Gunship*.

Curiously a normal joystick plugged into an Amstrad keyboard will control aircraft attitude, but none of the other, important controls.

PC: OVERALL 70%

ATARI ST: TGM009, 70%

LOCKE ON TARGET

GAME OVER II
Dinamic

Dinamic are probably best known for for *Game Over*. There was nothing innovative about the game but its promotions featured an illustration of a scantily-clad female, areas of whose flesh were hurriedly covered up after protest over the no-holds-barred original. The sequel's advertising is less controversial, but will still, no doubt, raise eyebrows over its raunchiness.

In times past, Lieutenant Arkos fought for the honour of Gremla, the vindictive Ruler of the Galaxy. However, her power-crazed evil became too much, and he turned to the life of a hero. Travelling over and through the worlds vital to Gremla's mighty empire, he fought using laser gun and grenade, slaying all monsters who crossed him. The galaxy was free, and all celebrated long and joyously.

The partying came to a depressing halt when it was discovered that Arkos had disappeared without trace. Gremla's heirs had encarcerated him in the depths of the jail-planet, Phantis. The already legendary Arkos could not be left to rot and face a tortured miserable death, so a new super warrior was selected to free him. That's you, buddy.

Phantis sea of aliens

The game begins as you speed through space, approaching Phantis within your sleek spacecraft, firing at waves of alien Senoliz ships with your nose-mounted laser. Soon a fiery volcanic sector is reached, where reconnaisance bombers and ground-to-air missiles are joined by natural forces.

Emerging on the other side to the shallow, slimy waters of a swamp, you capture and saddle up a reptilian biped you use as a steed. A swirling photonic blade is yours with which to despatch the swamp inhabitants, who use pterodactyll and giant toads as transport.

In the second load of the game, you begin on foot – although a jetpack allows you to be airborne for a short time. In these stages, you have a limited amount of energy, shown by a heart in the status panel. A life is lost when the heart shrinks to its minimum size.

Game Over II is a mixture of shoot-'em-up styles, none of which stand up in their own right, but together, with the original form a reasonable package. Much more could have been done with the fighter spaceship stages – laser-only weaponry would have been considered restrictive a few years ago, let alone today, when add-on weapons are all the rage. This is typical of the basic gameplay on offer, whose saving grace is the variety of transports used.



It is sad the packaging artwork for the Game Over *series is always better than the games – Spectrum screen*

AMSTRAD CPC
Cassette: £8.95
Diskette: £14.95

Colourful vehicles, creatures and scenery are countered by a reduced screen size and slow, jerky movement. Manoeuvring is made difficult by this, and the mild claustrophobia can get annoying. The simple action breaks through this however – helped along by a pacey title tune and suitable effects – for a playable blast.

OVERALL 60%



The three differing styles of game help to make Game Over II *more bearable – Amstrad screen*

PC
£24.95

Despite the attractive blue hues of the packaging photos, only the simple capabilities of the CGA are used. The strange colour schemes are positively surreal in some stages! Impressive laser sounds – for the PC's simple audio facilites – accompany the game, which has a speed equal to the Spectrum version. Arcade games of this type being of some rarity on the PC, Game Over II **is worth a look.**

OVERALL 63%

SPECTRUM 48/128
Cassette: £8.95
Diskette: £14.95

Bright colours are used throughout, generally arranged so as to avoid clash as much as possible (though things get scruffy in the second load). This creates a very lively look, especially on laser fire and explosions in the first stages. Definition is nothing special, but the fast pace at which this version runs makes up for any visual inadequacies. Collision detection is generous at times, but as the game is quite difficult, this helps make Game Over II **more fun to play.**

OVERALL 62%

OTHER FORMATS

Atari ST (£24.95) and Commodore 64/128 (Cassette £9.95, Diskette £14.95) soon.

"A mixture of shoot-'em-up styles"

PRESS ANY KEY


HELLFIRE ATTACK
Screen Shots from the Atari ST.
A gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter is set to enthrall game players everywhere.
Hellfire Attack puts the player firmly in the seat of a deadly two-seater turbo-powered destroyer with its array of deadly weaponry.
Your task is to fly through fields of combat all over the world, both day and night. Flying low into battle, all manner of enemy aircraft will attack you. You must get them before they get you. A breathtaking multi-level arcade experience, with graphics, sound and animation of the highest calibre.
Grab that joystick and take to the skies.
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Stein

DISK ACCESS

HEROES OF THE LANCE

SSI/US Gold

The chance for the man in the street to adopt new personas and enter worlds of myth and magic have made *Advanced Dungeons and Dragons* a phenomenal success story since its 1975 birth. It broke the mould of normal wargames and **TSR**, the company that released the RPG, have never looked back. Now US Gold and S.S.I. have teamed up to bring the subject to the home computer screen. The first in the series *Heroes of the Lance* recreates the hack-'n'-slay arcade-action element that characterises *AD&D*.

All is not well in Krynn, Takhisis, Queen of Darkness is growing in power, dark dragons are taking to the skies to wreak havoc and the forces of chaos are spreading across the land.

Krynn's last hope lies in the form of the Disks of Mishakal buried deep within the ruined city of Xak Tsaroth. The Disks are the only artifacts which can be used to call on the Gods to defeat the evil of Takhisis. A party of eight warriors, the Companions of the Lance, are sent to the city to recover the Disks and save Krynn.

On entering the city, you are faced with the bleak corridors of Xak Tsaroth, scrolling left to right from a side-on viewpoint. Wandering the passageways and entering new areas is achieved by moving in front of a doorway set into the wall and pushing in the desired direction. A simple enough method but one which makes mapping awkward through the attempt to make three dimensions using two dimensions.

Xak Tsaroth is home to some rather unpleasant creatures which increase in ferocity with each level. The ultimate enemy is a very large, old black dragon who guards the Disks.

The band of heroes are armed with various weapons with which to tackle their many enemies. Experience is gained through killing creatures, collecting treasure and progression through the dungeons.

She wants to lance with me

The adventure party is made up of warriors, dwarves, elves and magicians. Raistlin is the magic user, his weapon is a staff, as is Goldmoons, the cleric who uses hers for healing and defence. Alternatively rings, potions and scrolls found along the way feature spells and special abilities which can be utilised. Other items such as gold chalices, swords and jewels can be collected to boost your score.

Although there are eight characters in the party, you only have a single character under your direct control at any one time. The party moves and fights as a whole but picking up objects, taking damage from enemy attacks and dying is performed by individuals. Any character that dies is immediately replaced. Should a character die in mid-attack it becomes difficult and frustrating to retreat without suffering further fatalities in the party. Fortunately the save/load option (if used frequently) helps rectify this problem.

Heroes of the Lance is very much the action game of the forthcoming *Advanced Dungeons and Dragons* series with its emphasis on hack-'n'-slay. While the game concentrates on the action side of things, the depth of play remains limited. The problem lies in the subject matter, even the combat side of RPG is intensive on data and as such the game can only go so far towards recreating the vast depth of the board games.

Nevertheless, *Heroes of the Lance* has its attractions, offering the challenge of a good combat game and at the same time emulating one of the most popular aspects of an extremely comprehensive RPG. The compulsion to explore is rewarded by changes in graphic style, additional traps, new monsters to kill and special rooms to enter. A good deal of satisfaction is to be gained from reaching new areas and smashing skulls en route.

OTHER FORMATS

Expect to fight Dragons on most other machines: Commodore 64/128, Spectrum 48/128 and Amstrad CPC (Cassette £9.99, Diskette £14.99) and PC and Amiga (£24.99). No word on any conversions to the Dragon though.

ATARI ST
£24.99

Heroes of the Lance has similarities with Psygnosis's Barbarian **in style and appearance. However, the US Gold game improves on the former program with faster, more fluid animation and better sampled sound effects. Colours are used to great effect to create the dark, forboding atmosphere of the city although variety is lacking. Special rooms such as the Pool of Healing make for pleasant extra screens though. With the game set over three disks, multi-load is inevitable, fortunately, even though it can occur at inopportune moments, access is limited.**

OVERALL 78%

"A good deal of satisfaction is to be gained from reaching new areas and smashing skulls en route"

Goldmoon seems to be the only one able to get the staff nowadays



POOL YOUR RESOURCES

POOL OF RADIANCE
SSI/US Gold

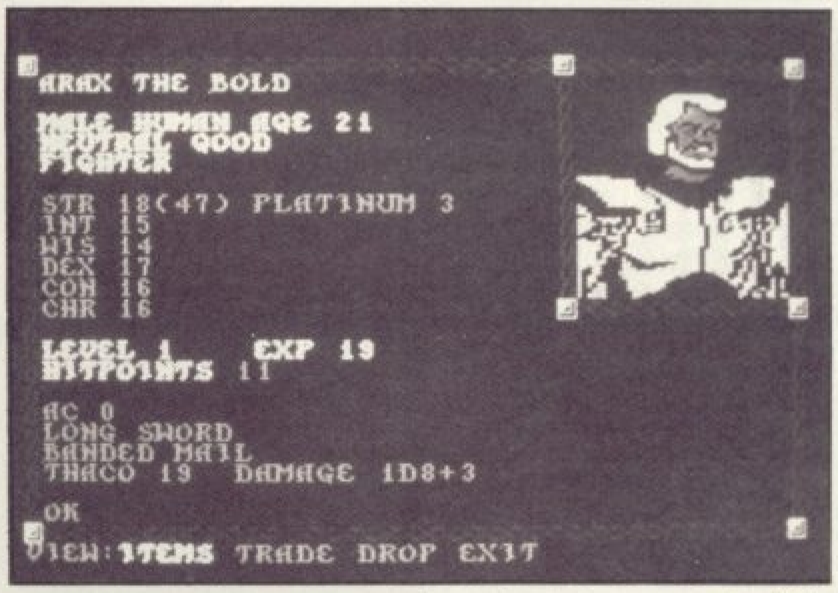
Since its US release, *Pool of Radiance* has quickly become the biggest selling Commodore game ever. Complementing the *Heroes of the Lance* arcade action game *Pool of Radiance* programmers SSI have set themselves a massive task of computerising the heart of *Advanced Dungeons and Dragons* – the role playing element.

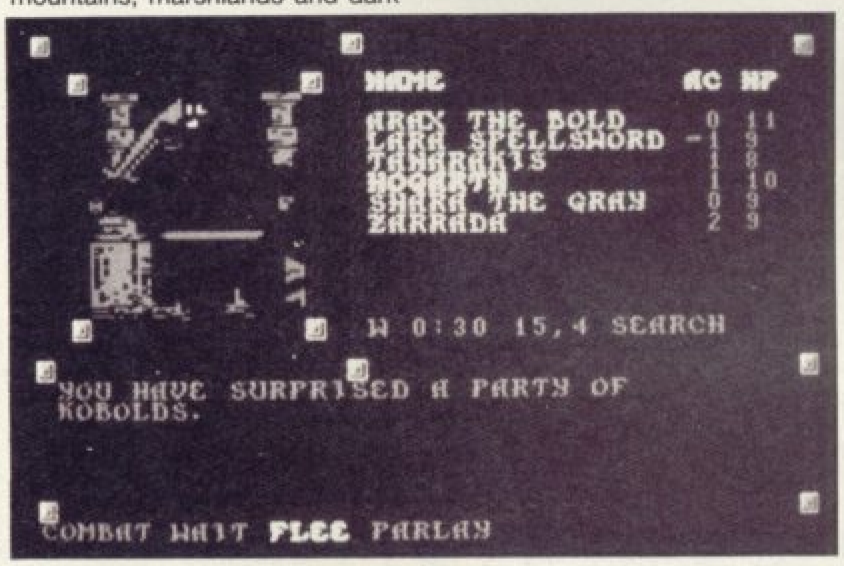
In the vast land of the Forgotten Realms lies the Moon Sea, an expanse of water surrounded by coastal towns and cities. On the northern shore stands the ancient city of Phlan. In recent years the city has become but a shadow of its former great self, now semi-derelict, evil is slowly spreading its influence throughout the coastal habitation.

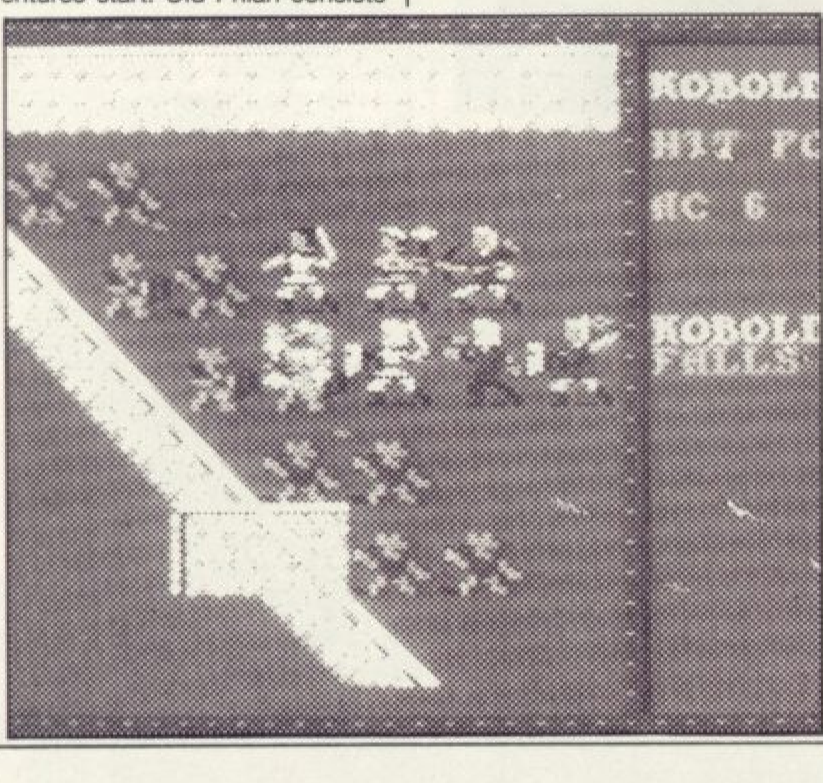
Pool of Radiance begins with a party of adventurers entering the now divided city of Phlan at the request of the council. The city hall is the central building of New Phlan, and it's from here that the real adventure begins. Notices have been put up requesting that adventurers undertake missions on behalf of the city. These may involve your party party investigating mysterious goings-on in the local vicinity, making rescue attempts, spying on enemies of the city, eliminating enemies, clearing ruined areas of evil entities and more – all in return for a fat commission.

The city of Phlan is a mini-world in itself. The new area has been built over the old ruins of the city and is the 'base' from which adventures start. Old Phlan consists of slums, ruined areas and homes for the creatures of darkness. New Phlan is very much a busy city with shops (where weapons, provisions and equipment can be purchased), temples, a training hall (where adventurers hone their skills), the city hall and dockyard

The city is only a microcosm section of the world within *Pool of Radiance*. Outside can be found mountains, marshlands and dark forests – all areas rich in mystery and possibilities for adventure. Somewhere out there in the wilderness lies the Pool of Radiance, a mystic spring of unknown origins and legendary power.







Plan ahead
Before the game begins, characters are created in true *Advanced Dungeons and Dragons* style from any of six races, seven character classes, seven types of alignment and two genders. The six standard character statistics are generated randomly and repeated until a character is found to suit your party. Alternatively a pre-generated party can be loaded and used for introductory play.

The game is played using presentation similar to Interplay's *The Bard's Tale* series, with the 3-D view in the corner of the screen, the rest taken up with information relating to the current location, character's statistics and results of combat. Along the bottom of the screen is listed the current commands.

During combat the screen swaps to a third person view of the action. This arcade style of screen is a marked change for SSI who traditionally incorporate simplistic graphics in their role playing games – a great improvement.

The missions are only the start of the adventures. Solving problems, completing tasks and exploring new areas uncovers not only clues (and red herrings) concerning the current task but other missions as well. This is classic *Dungeons and Dragons* which SSI have recreated excellently.

This review can only scratch the surface of what is a massive game in possibilities and potential. The best advice that can be given is to buy this game, lock yourself away with your computer and enter the incredible world of *Advanced Dungeons and Dragons*.

OTHER FORMATS

***Pool of Radiance* is to be released for the Amiga, PC and Atari ST, all £24.99**

COMMODORE 64/128
Cassette: £9.99
Diskette: £14.99

Pool of Radiance **is not original in its presentation and the use of colour is a little drab. To make up for this, SSI have crammed so much into the game that it's literally bursting at the seams. Spread across four disks the extremely large wilderness is almost limitless in adventure terms and offers much more than your average** AD&D **module. Great fantasy role playing.**

OVERALL 89%

"Lock yourself away with your computer and enter the incredible world of Advanced Dungeons and Dragons.**"**

PRESS ANY KEY

AN ISLAND THAT'S NO FANTASY

BATTLE ISLAND
Novagen

Paul Woakes' name is near synonymous with **Novagen**, being the creator of the epic space flight arcade adventure, *Mercenary.Damocles*, the sequel, is promised for release this Christmas on 16-bit formats, but just to show us that he still loves Commodore 64 fans, Paul has played a part in *Battle Island*, developing code routines around which **Gary Walton** produced a game of grenade-throwing and hostage-rescuing action.

The enemy is unknown but the threat is only too real. Somewhere in the vast reaches of the mid-Pacific ocean lies a once-peaceful isle of volcanic formation. Amongst this harmless vegetation are strangely technological buildings, defence bunkers, barbed-wire and military barracks. These are the evil forces which give it the name Battle Island.

In the centre lies a moated sub-isle, linked to the world only by a narrow bridge and a river which splits the island. Upon this enclave, a neutron beam weapons base is being built, ready to wreak havoc on the free world.

Satellite pictures were taken and the world's superpowers joined forces to eliminate the threat. Unfortunately, the photographs could not show the state-of-the-art electronically controlled weaponry, which crippled the attack force. Those who survived were taken hostage, and spread between four prisoner compounds on the island.

Only a solitary soldier could infiltrate the depths of the defences and rescue the hostages on the way to the central neutron isle.

You guide thiss soldier around Battle Island, freeing hostages as you find them, with your ultimate aim being the destruction of the neutron beam weapons base.

Battle stations

The soldier yomps around an eight-way scrolling environment, using a rifle to kill enemy soldiers and vehicles who get in his path. Grenades can be collected and have a smart bomb affect.

Weaponry can be increased in power by collecting flashing stars, and are given after a group of enemies has been shot. The first three picked up give extra firepower, while the fourth gives limited invulnerability. Standard weaponry is returned when a life is lost.

You would expect more from the innovative Novagen, particularly with the input of Paul Woakes, than a *Commando* variant with exploration elements, but that's all *Battle Island* is. March around, shoot soldiers, find hostages, blast through barriers, collect objects and find your way around the island. A nicely colourful map helps you do this, but in conjunction with the games 'radar' it's a little too easy, reducing the game to a simple shoot-and-run exercise.

Fighting off the enemy Commando -style, reaching the neutron-beam weapons base is no easy task – not even for a hero



OTHER FORMATS

Battle Island **is not planned on any other formats at present, so aren't Commodore 64 owners the lucky ones?** Battle Island **is not planned on any other formats at present, so aren't Commodore 64 owners the lucky ones?**

COMMODORE 64/128
Cassette: £9.95
Diskette: £14.95

Playing Battle Island, **one can only assume that the smooth multi-directional scrolling was Paul Woakes' contribution. The graphics, sound and control method are as tired as the scenario and gameplay. Old-fashioned commando sprites march around sparse and poorly defined scenery to basic sound effects and forgettable music. The bullets you and your enemies fire are white, circular, slow-moving and absurdly large, making them all too easy to see and dodge. The sheer size of the area you must cover is the major obstacle to game completion – though it's doubtful your interest will last that long.**

OVERALL 39%

"You would expect more from Novagen than a simple Commando variant"

VERSION UPDATE

Vader's in space

THE EMPIRE STRIKES BACK
Domark

Amiga: £19.95

IT IS A DARK TIME for the rebel alliance . . .

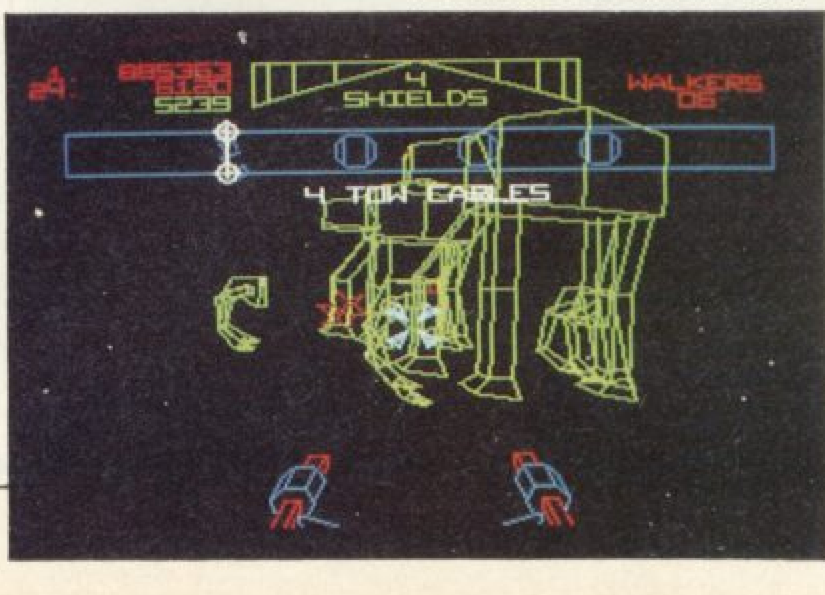
The saga continues on the Amiga with all the arcade machine's speech intact. Apart from the extra speech and superior sound effects the game remains identical to earlier versions however.

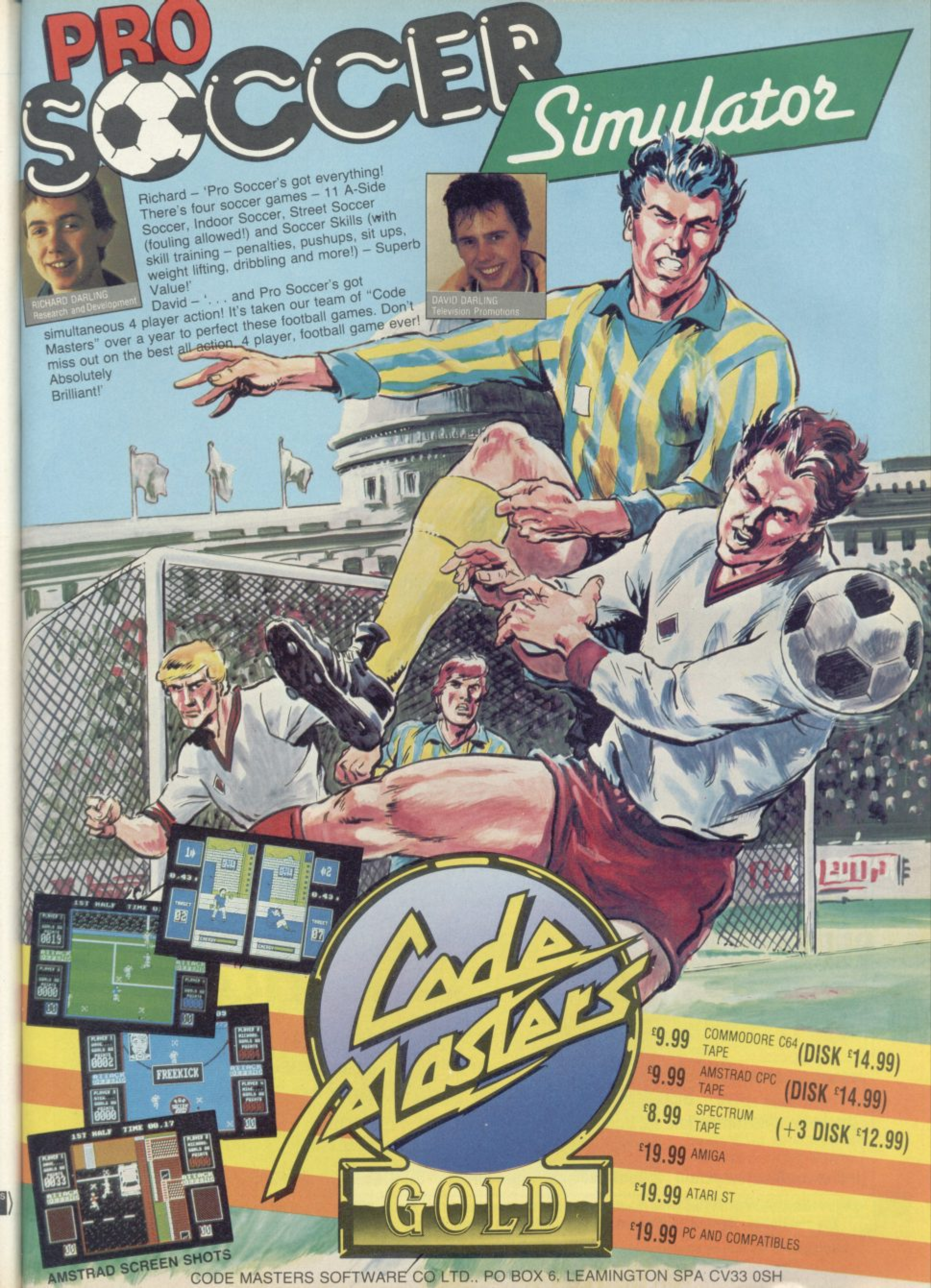
Stage one has Luke speeding across Hoth in his snowspeeder shooting first probots then, in stage two, Scout and AT-AT walkers. Tow ropes can be used against the walkers (this armour's too strong for blasters), while flying between the AT-ATs' legs earns a stunt-flying point bonus.

Survive the Imperial ground assault and you escape with Han Solo in the Millenium Falcon. Wave fighters must be fought through before ultimately going on to stage four - the asteroid field (the chances of survivng are 3720 to one), with huge vector-graphics balls rushing out of the distance.

A rather dated arcade machine has been replicated almost perfectly on the Amiga and all *Star Wars* fans should love it. While the repetitive and limited nature of the action might ultimately disappoint, this is certainly an extremely accurate conversion which is both very playable and enjoyable.

AMIGA: OVERALL 89%
SPECTRUM 48/128: TGM009 87%
ATARI ST: TGM010 89%




PRO SOCCER Simulator
Richard – 'Pro Soccer's got everything! There's four soccer games – 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training – penalties, pushups, sit ups, weight lifting, dribbling and more!) – Superb Value!'
David – '. . . and Pro Soccer's got simultaneous 4 player action! It's taken our team of "Code Masters" over a year to perfect these football games. Don't miss out on the best all action, 4 player, football game ever! Absolutely Brilliant!'
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SEGA
TV ARCADE ACTION



Tougher than the original but still addictively playable, Cybernoid II *makes a worthy sequel*

SON OF A CYBERNOID

CYBERNOID II
Hewson

The space pirates are back! And they're not just annoyed, their Cybernoid! **Raffaele Cecco**'s first big hit, the original *Cybernoid*, was programmed in conjunction with *Nick Jones* and has only recently been converted to 16-bit formats (see the Amiga version update in this issue). With another pirate complex to destroy and up-dated weaponry to deploy, the sequel is upon us.

In times past, evil mercenaries pillaged every defenceless settlement they could find, gathering riches and destroying anything in their path. If this was not dastardly enough, their malicious, avaricious gaze fell on the storage depots of the Galactic Federation. These held the latest developments in weapon technology, precious jewels, and rare minerals. Their defence resources drained, the Federation asked you to pilot your faithful techno craft, Cybernoid, and recover the supplies.

The task was not an easy one, the pirates built a huge complex into their planet, its maze-like cavern network defended by strategically positioned laser cannons and marauding pirate ships. Fortunately your piloting skills and Cybernoid weaponry won the day and you made it through the entire base, leaving the pirates in wild disarray and at a fraction of their previous numbers.

Man united against the arsenal

Time is a healer of all wounds, unfortunately including those of the enemy. They have recruited various evil-doers from all over the galaxy and built up their army to its previous numbers. Returning to their thieving ways, they once more plunder the Galactic Federation's depots, and stored their ill-gained treasures in another Battlestar complex.



The lone hero battles against all odds to thwart the dastardly space pirates

Once more it is your job to retrieve the treasures and render the pirate forces helpless (not the most surprising news you've ever heard).

The new hi-tech fortress is even more deadly than the original, but your Cybernoid ship has been redesigned, and incorporates a more extensive arsenal.

A panel at the top of the screen displays information such as number of ships remaining, score, weapon currently in use (whether it be laser, bomb, missiles etc) and so on.

Occasionally abandoned supplies can be collected to replenish your limited quantities of weapons.

Cybernoid II is very similar to the original game. The screen layouts are different, and incorporate new gun emplacements and spitting heads, but no drastic changes have been made. Thankfully more and varied weapons are at your disposal – the difficulty has been noticeable increased from the tough-enough *Cybernoid*.

With few variations from the original, this is more of a *Cybernoid*-Plus than a sequel, and as such owners of the original may be disappointed. However, if you are new to this game and its predecessor, or are hungry for more of the same, *Cybernoid II* offers plenty of shoot-'em-up arcade-adventure thrills.

COMMODORE 64/128
Cassette: £9.99
Diskette: £14.99

As in the original, colour is cleverly used to produce some beautifully shaded graphics, the ship and screen borders are displayed in a very attractive blue. Other visual treats are the fearsome phelgm-spitting heads and the bloody decapitated eyeballs. The most difficult version of the two received, it is best suited to hardened arcade adventurers and Cybernoid afficionados.

OVERALL 87%

SPECTRUM 48/128
Cassette: £7.95
Diskette: £12.99

Commendably colourful on the Spectrum and a little easier than the Commodore, the 128 version also sports a catchy tune backing lively sound effects. Your ship has changed quite drastically since its original appearance, now being wider ,which sometimes makes manoeuvring cumbersome. The add-on weapons include a mace in the shape of the original Cybernoid ship, which adds a nice humourous touch to the puzzle and shooting gameplay. Great value if you don't own the original.

OVERALL 85%

OTHER FORMATS

The Amstrad CPC version will soon be with us, priced at £9.99 on cassette and 14.99 on diskette. 16-bit versions are nearing completion.

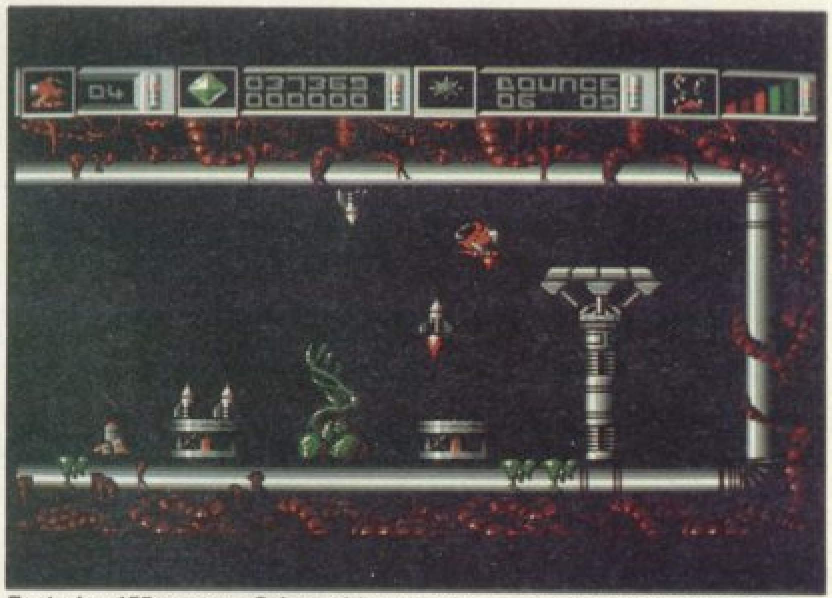
"With few variations from the original, this is more of a Cybernoid-Plus than a sequel"

VERSION UPDATE

Cybernoid without Rosie

CYBERNOID: THE FIGHTING MACHINE

Hewson



Featuring 155 screens, Cybernoid on 16-bit is a real treat of mind-blowing action and puzzles

Amiga: £19.95

TOGETHER WITH *ZYNAPS* and last month's *Eliminator* this top-notch conversion establishes Hewson, virtually overnight, as a 16-bit software house to reckon with. One of the most successful and colourful shoot-'em-ups the Spectrum has ever seen arrives on the Amiga with playability intact - plus some spectacular effects, both visual and sonic. Moreover the 16-bit machines benefit from an extra level with an additional 85 screens, bigger than all the other levels put together.

Making such an impressive programming debut in the 16-bit market is **A.P. Cooper Associates** of **ID2**. This essentially one man programming group is also responsible for *Arkanoid* on the Amstrad, and *Out Of This World* for both Spectrum and Amstrad.

The objective of *Cybernoid* is to recover all the stolen treasure, ammunition and extra weaponry pirates have stashed in the 4-levels of their base. Each level is completed, with a certain amount of treasure collected, before a time limit runs out. If the Cybernoid craft arrives at the end of a level with sufficient cargo a bonus life is awarded, if not a life is deducted.

Standing in the way of success are numerous missiles, fleets of alien craft, huge guns, crawlers . . . Fortunately the Cybernoid has unlimited, built-in lasers plus set quantities of mines, bouncing bombs, shields and seeker missiles. Offering additional protection are add-ons such as an orbiting weapons and rear-ward-firing guns.

While such a heavily armed ship is uncommon, what really sets *Cybernoid* apart from other shoot-'em-ups is the tactical planning required. Describing each screen as a puzzle would be taking things too far, but it's undeniable that they all have their own challenges; deciding when and how to use expendable weapons is the key to success.

Although Amiga fetishists might find the flick-screen technique disappointing, that's an integral part of the game design and most people will simply be astonished by the quality and speed of the graphics - all accompanied by some brilliant sound effects. There's even a superb intro tune to kick it off.

All in all 155 screens of frantic arcade action to have you playing through many a night.

AMIGA: OVERALL 89%

SPECTRUM 48/128: TGM005, 84%
AMSTRAD CPC: TGM005, 80%
COMMODORE 64/128: TGM006, 85%

VERSION UPDATE

Elite you out of house and home

ELITE

Firebird

MSX: Cassette £14.95, Diskette £17.95
Atari ST: £24.95

THE CLASSIC space combat/trading game returns! *Elite* at last docks with the Atari ST and MSX, both versions being coded by **Mr Micro.** With a string of awards to its name and the accolade of being the first UK game ever to reach number one in the American software charts *Elite* needs little introduction.

As expected, the ST translation proves to be the best, with solid 3-D ships moving effortlessly through space. What is curious, however, is the mixture of colours used, red ships and yellow stars may look a little odd, but entering combat against pink Thargoids is laughable.

The cockpit display has undergone a revamp and the trading/equipment screens now use detailed and colourful icons.

Sound is generally average featuring a weak attempt at the *Blue Danube* and simple laser effects.

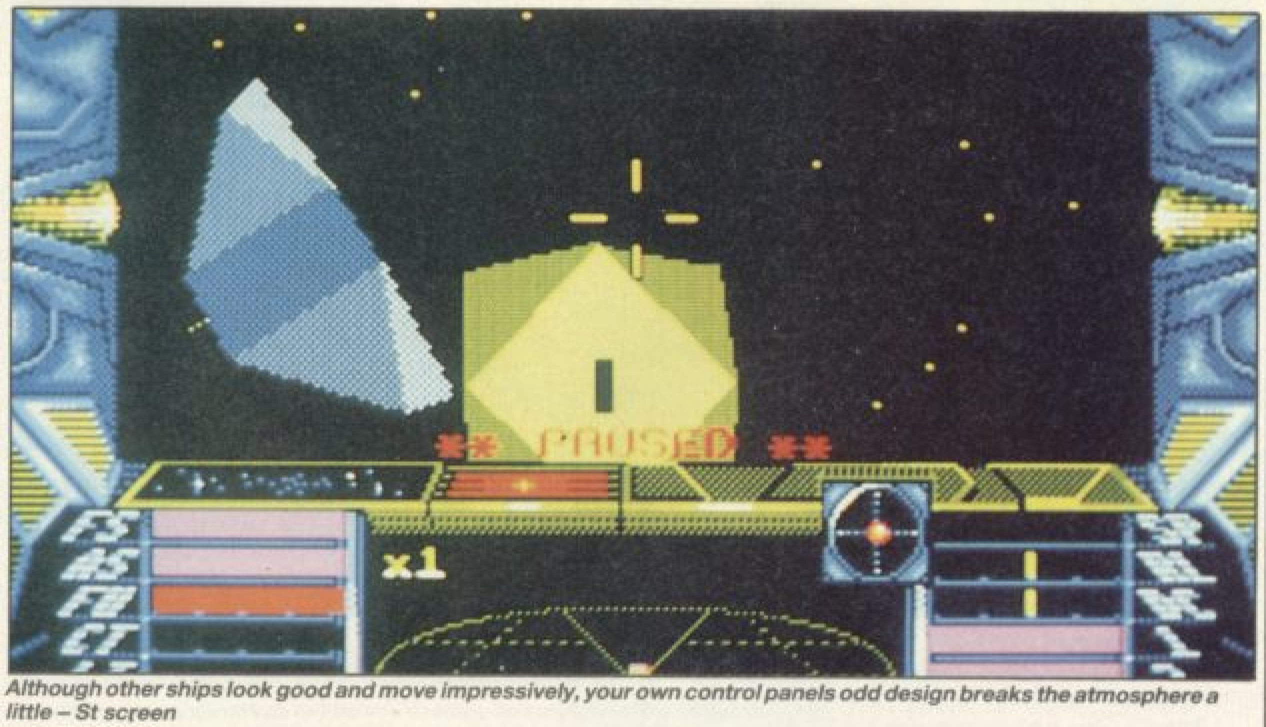
Speed is well up on the 8-bit versions and matches the PC game, things happen very quickly, rendering the game even more challenging.

Despite graphic alterations, the game itself has undergone little change. Five missions have been incorporated, a new item of equipment – Retro Rockets – can be bought and a radar magnification option is given. Apart from these extras, the programs structure is similar to the original BBC game. This may disappoint those veteran 'Elitists' who were expecting more on the ST, but the games strength lies in its long term appeal and flexibility of play.

In terms of gameplay, the MSX game is not much different from that of the ST. Graphics are traditionally wireframe, incorporating sparse use of colour. Unfortunately, speed is lacking, on a par with the C64 version. Sound is also as weak as on the ST translation. This lack of use of the MSX and its capabilities means it has to rely more on the gameplay.

On any machine the game is a classic and as such deserves a place in any MSX owner's software library.

MSX: OVERALL 80%
ATARI ST: OVERALL 84%



Although other ships look good and move impressively, your own control panels odd design breaks the atmosphere a little – St screen

I SPHINX THEREFORE I AM

KING'S VALLEY II
Konami

Much criticised, ridiculed and nearly always slammed by non-owners, the MSX machines have had to endure severe critisism in the UK. Thankfully, software companies such as Konami have shown their faith in the Japanese machine through not only releasing software for it but consistently good software. *King's Valley II* is one such product.

Deep in the heart of Egypt, an intrepid explorer accidently stumbles across the legendary Valley of the Kings, – tomb of the Pharaohs and home to their priceless treasures. Like many an adventurer before him, greed overcomes common sense and he enters the largest pyramid in the valley to collect the very richest pickings.

The objects of our hero's desire are precious Soul Stones liberally scattered throughout the pyramid's sixty tombs. Each tomb is made up of a series of platforms and ladders and a sealed portal to the next tomb. The only way out is to collect all the Soul Stones to make it to the portal and beyond.

This seemingly simple task is made difficult by tortuous screen layouts. Sheer rock faces, collapsing bridges and one way doors pose problems and restrict movement. Fortunately, many tools have been conveniently left behind by past explorers. Drills and mallets are used to create holes in walls and pick-axes to hack away at the floor. This allows access to previously unreachable areas. The only restriction when carrying items is that our hero can't jump.

Digging a hole
The key to success is to use the digging and drilling equipment in the correct place and in the correct order to gain access to previously sealed-off areas. As only one item can be carried at a time careful forward planning is vital.

To increase difficulty, the Pharaohs come to life, mummies stalk the passageways and rockmen roll around looking for explorers to squash. Boomerangs and knives can be picked up and lobbed at these dust gathering guardians to send them back to where they came from – the bad news is that they soon leave their coffins and begin the hunt again.

Once all Soul Stones are collected the portal to the next tomb opens. Make it to the portal alive and you are taken through and the password for the next level revealed. Using the password system, you gain access to any completed level.

If it all gets too much a screen editor can be used to design your own tombs, providing more hours of fun.

King's Valley II is simply one of the most addictive games yet on the MSX. Like *USAS* (88% in TGM**006**), the compulsion to get through each level is infectious. Although hardly original, you have to play the game to really appreciate it and its pleasant subtleties.



Platforms and ladders can still be a winner if its well produced, Kings Valley II *proves the point*



Incredible sound, cute graphics and an addictiveness to match Neighbours*, what more could one ask?*

MSX I/II
Mega Cartridge: £19.95

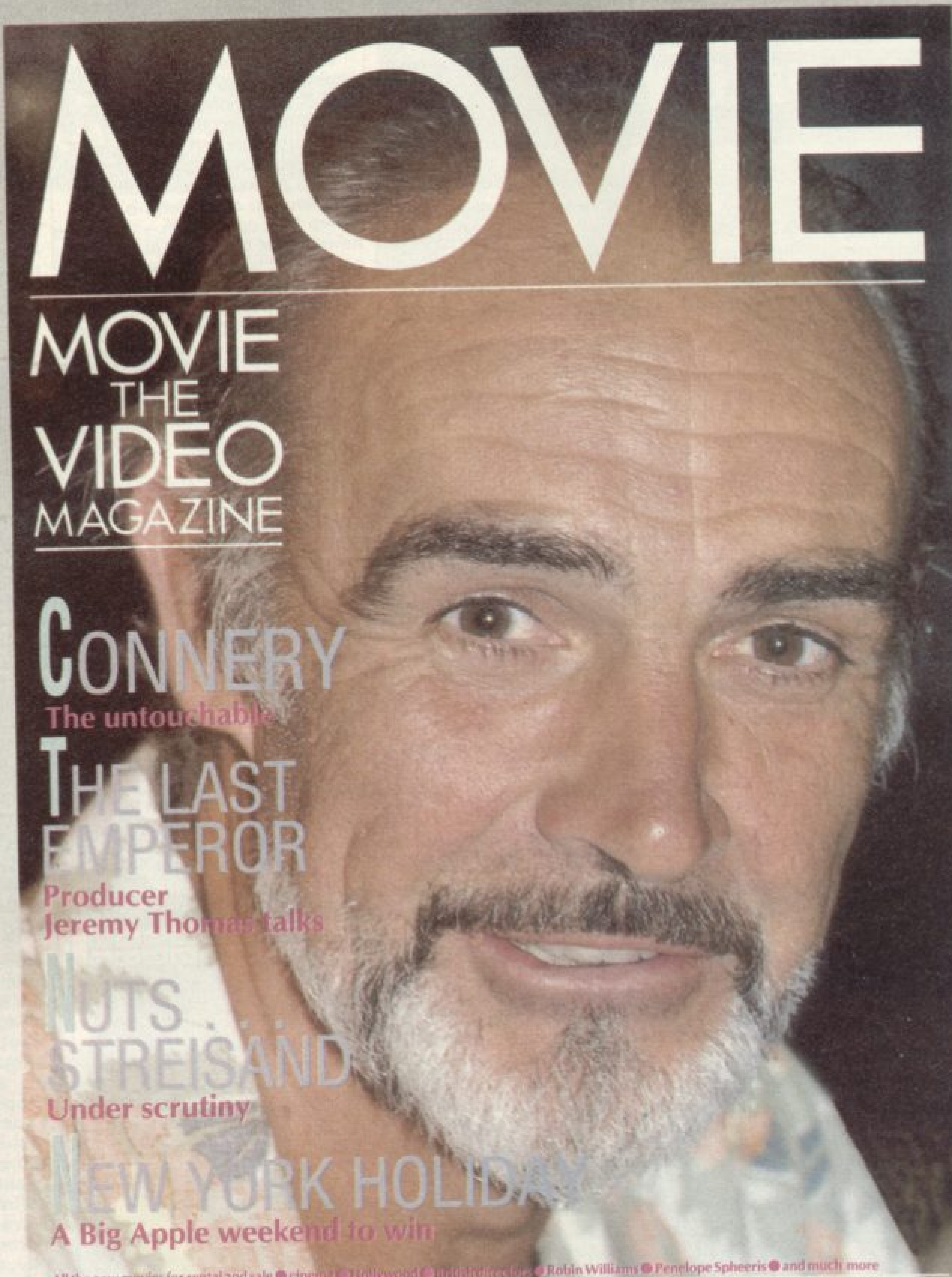
Through the use of the SCC sound chip, MSX games are becoming much more of an all-round aural and visual treat. King's Valley II **is another classy product with its highly detailed backdrops, excellent use of sound effects and music and humour. The only drawback is the basic sprites used. The explorer lacks detail or high definition and the enemy creatures are crudely portrayed as monochrome monsters. A pity, as the rest of the game is highly polished, very playable and wonderfully addictive.**

OVERALL 85%

OTHER FORMATS
None planned

"The compulsion to get through each level is infectious"

Frankie went to Hollywood. Now Newsfield are too.



MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as TGM. Issue Two is out this month – 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Francis Ford Coppola supplement, latest in a 12-part series! MOVIE – The Video Magazine. £1.90 from all good newsagents. Subscriptions available – see MOVIE for details.

Win an Amiga A500!

CRIME DOESN'T PAY

But crime-busting does in this cracking comp from Silmarils!



Manhattan Dealers is the rough, tough new combat/strategy stunner from **Silmarils**. And with the proceeds of all those drug busts they're offering an incredible prize to TGM readers – an ultrapowerful Amiga A500 plus TV modulator!

We don't need to say much about the game – there's a preview this month, and you'll probably be playing it for a while anyway.

So get down to some serious detective work now, before time runs out.

All you've got to do is fill in the 13 words below, using the clues provided . . . and *don't* send them to us!

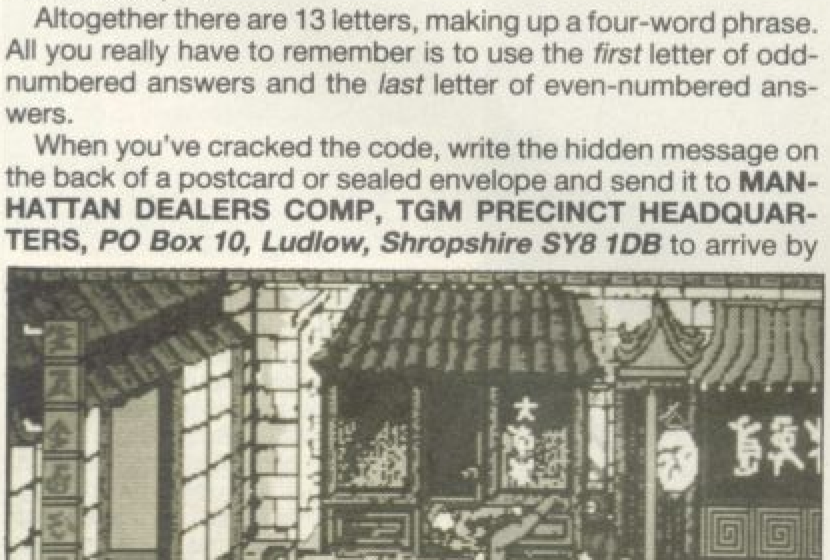
Easy, eh? Well, there's more to it than that – what we want is the **hidden phrase**, which you'll find if you get all the answers right.

Crack the code

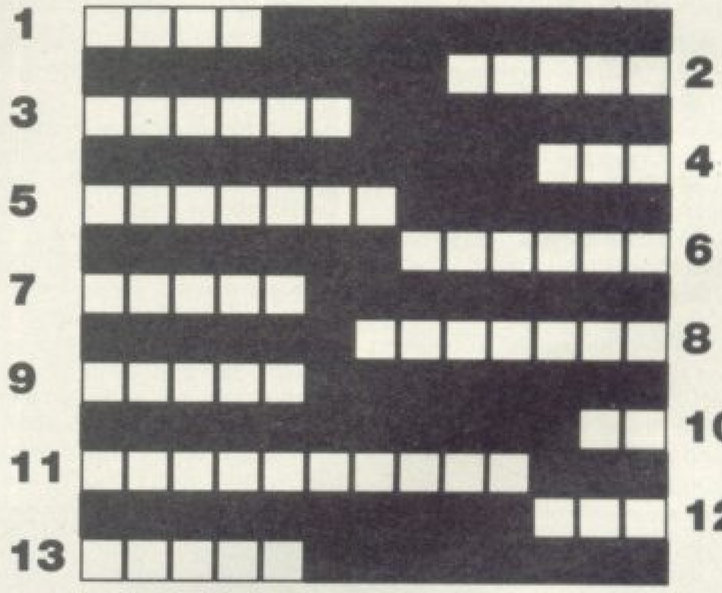
That phrase consists of the *first* letter of number 1, then the *last* letter of number 2, then the *first* letter of number 3, the *last* letter of number 4, etc.

Altogether there are 13 letters, making up a four-word phrase. All you really have to remember is to use the *first* letter of odd-numbered answers and the *last* letter of even-numbered answers.

When you've cracked the code, write the hidden message on the back of a postcard or sealed envelope and send it to **MANHATTAN DEALERS COMP, TGM PRECINCT HEADQUARTERS, *PO Box 10, Ludlow, Shropshire SY8 1DB*** to arrive by **November 17.**



Don't forget to include your name and address, and don't forget that the standard competition rules printed on the contents page apply (as if you would . . .).



THE CLUES

1 If you're tired of being a cop in New **?** (4 letters) . . .

2 . . . you'd probably rather be in the sun like those TV detectives on *Hawaii* **?** (5 letters, 2 words).

3 For international types, the big city has the **?** Nations (6 letters) . . .

4 . . . though poor **?** ladies (3 letters) inhabit the streets.

5 'Freeze! I'm a police **?** (7 letters)! . . .

6 ' . . . And I'm placing you under **?** (6 letters)!'

7 With Silmarils, you can win an Amiga – but *Manhattan Dealers* is also appearing for **?**-compatibles (5 letters, 2 words) . . .

8 . . . not to mention the 16-bit **?** (7 letters, 2 words).

9 The Hudson is a **?** in New York (5 letters), a good place to dispose of bodies . . .

10 . . . and that's when the investigators get called in. **?** is another phrase for 'private detective' (2 letters).

11 *Batman* comic-book buffs know New York under a different name as **?** (10 letters, 2 words) . . .

12 . . . and if you're in the know about crime you'll say **?** instead of 'grievous bodily harm' (3 letters) . . .

13 . . . and you'll also look out for *Manhattan Dealers* when it appears on **?** 16-bit formats and the same number of 8-bits (five letters)!

IMPORTANT: There are no spaces between words.

STOS THE GAME CREATOR

Ever wanted to hit the big time by writing a mega-game? Ever wanted to write that one unique game which captures everything you've liked in software? TGM takes a look at STOS, the exciting new utility for the Atari ST. With a language of over 300 commands, the dream could be a reality.

For far too long computer game-creator programs have suffered from a lack of flexibility, restricting the user to games of the same style. The many titles in this category include **Outlaw**'s *Shoot-'Em-Up Construction Kit*, **Electronic Art**'s *Pinball Construction Kit*, the screen editor in *King's Valley II*, together with others too numerous to mention. *STOS The Game Creator* looks set to change all that with an unrestricted BASIC language and game-orientated commands. The program was written by French software house **Jawx International**. **Mandarin Software** took up the title and having spent six months improving it, have now released it in the UK.

The first impression upon opening the box is that Mandarin haven't skimped on the packaging. Inside you'll find three disks, a reference card and the frighteningly weighty 280-page plus user guide.

The three disks include the *STOS* Language disk itself with its system files and folders containing environment set-up data, the Accessory disk containing files used in conjunction with the *STOS* disk and the Games disk with example games written in *STOS*. Booting up the *STOS* Language disk is your starter for 10.

The very first thing that should be made clear is that if you're expecting *STOS* to be a joystick driven command and instruct program a la *The Shoot Em Up Construction Kit*, you can forget it. *STOS* does have mouse-driven features on offer such as the sprite editor but if you want to get anything worthwhile out of the program you'll have to be prepared for some lessons in high-level language programming.

"Up to 15 sprites can be set up for animation at any one time"

This may sound a daunting task and to a certain extent it is, but don't forget that through learning the language you can begin to dictate how the game you write operates. This is the one element all other game creators fall down on, as the user of *STOS* you have complete control. As a result you also learn a new language in the process.

The first thing *STOS* makes the user aware of is that novices to BASIC had best learn the language through an introductory text book. A rudimentary knowledge of the language is recommended but Mandarin are being overly cautious about who they see using the program. The manual constantly keeps the reader informed of each instruction and how it is used (complete with examples) to guide the beginner in gentle, progressive stages

No fear of basic

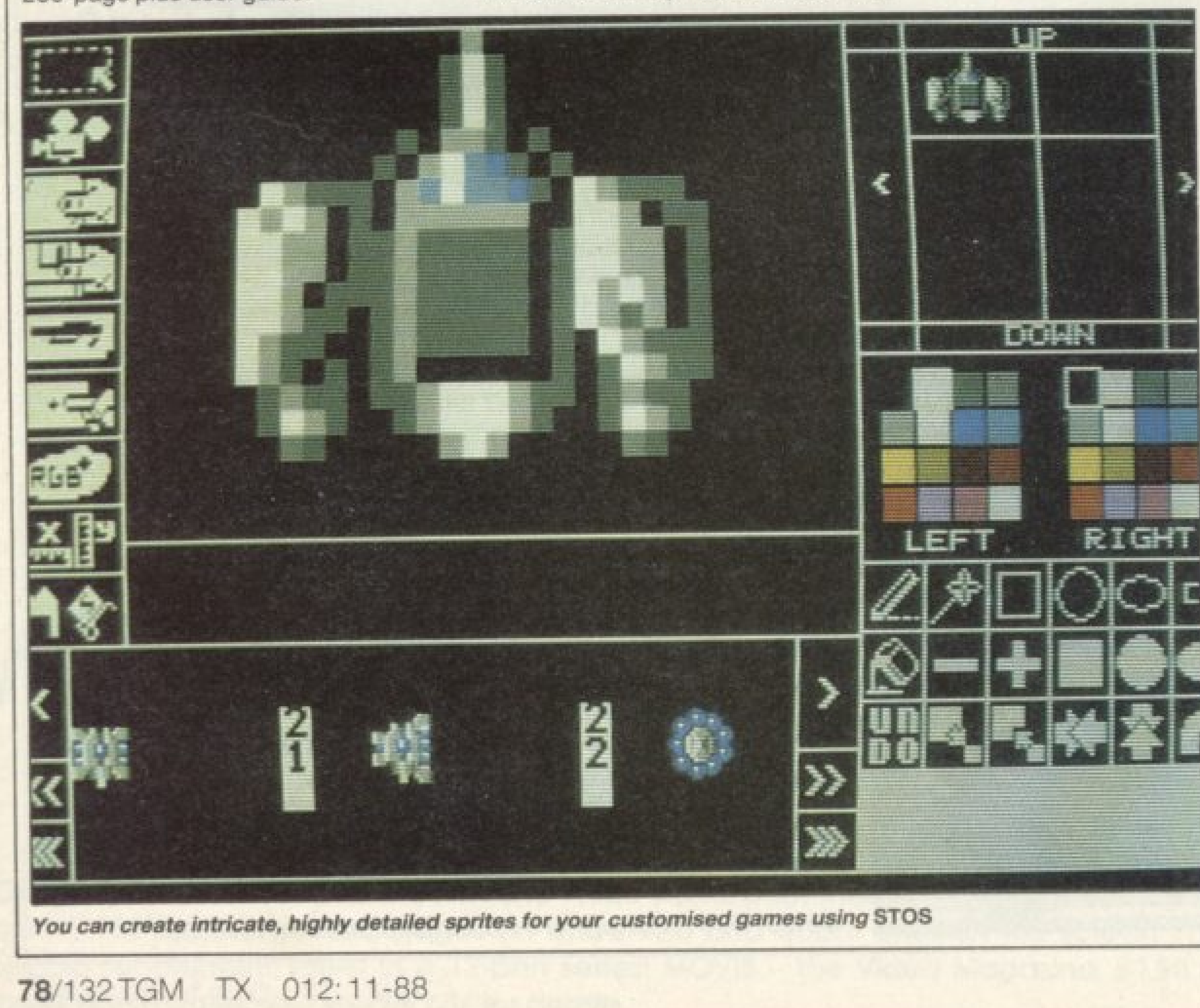
On one level the *STOS* package is effectively split into two distinct forms, the BASIC itself and the code it manipulates, this including graphics and sound, and accessory data. The primary concern is of course the BASIC, through this all other functions are accessed and operate with the whole thing being brought together in one coherent form.

STOS BASIC takes a similar form in presentation to the *GFA BASIC* series from **Glentop Press** in having the main command window occupying most of the screen, with the upper window detailing the functions of keys f1 to f10. Standard BASIC commands can be run through the editor with immediate use of the screen for text, graphics and all, so those who have suffered using the original ST BASIC need have no nightmares when using this package.

STOS must rank as one of the most comprehensive BASIC's around on the ST. Not only does it have most of the standard commands for normal coding but also extremely powerful and useful advanced commands which are surprisingly easy to put into operation.

The standard *STOS* functions allow for complete handling of strings and variables, extensive error trapping and debugging, total control of text through the comprehensive editor and full use of mathematical and trigonometric operations. Even when using just these commands at this relatively simple level one can see the potential that the program offers.

Where *STOS* really shines though is in the screen manipulation commands. Not only are they extremely powerful to use but extremely useful as well. Entire screens or sections of screens can be reserved (in memory banks or even humble strings) and then manipulated to the user's heart's content. Screen scrolling in all directions, fading in and out, magnification, part screen movement, partial screen clear and screen swapping are just some of the things possible with these *STOS*



You can create intricate, highly detailed sprites for your customised games using STOS

commands.

But *STOS* doesn't stop there. Up to 13 windows can be defined, with or without scrolling contents, separate character fonts for each window can be created and pull-down menus set up in a GEM style environment if required. *STOS* written programs can also use icons (created using the Icon editor on the Accessory disk).

The key to *STOS*'s success lies not only in the power of these commands but the ease with which they can be implemented. Indeed, using functions like screen swapping, effects similar to those seen in games such as *Starglider* can be recreated with the minimum of effort by the average *STOS* user.

STOS also allows for machine code routines to be set up and accessed through CALL statements. GEM style menus can also be defined, various devices controlled through the RS232, MIDI and parallel ports and disk access incorporated into written programs.

"STOS must rank as one of the most comprehensive BASIC's around for the Atari ST"

the *Advanced Art Studio* but while not on a comparable scale to such programs can be used rapidly and with ease to create animated sprites up to a maximum dimension of 64x64 pixels.

Sprites can be reduced and increased in scale, rotated, inverted, cut and pasted into other sprites and placed into memory banks for direct use from within the *STOS* language itself

The option also exist to load in data files of *Degas* and Neochrome constructed sprites. Graphic code can be loaded in and compressed or expanded, rotated pixel by pixel in all four directions, given an all-round examination and altered if necessary. The use of such a facility obviously drags up questions about copyright over graphic code in existing games created by software houses. *STOS* users proceed in this area at your peril!

Once a sprite is constructed and stored away (either in a memory bank or on disk) it can then be manipulated, once generated the created data is stand-alone and can be incorporated directly into *STOS* BASIC programs.

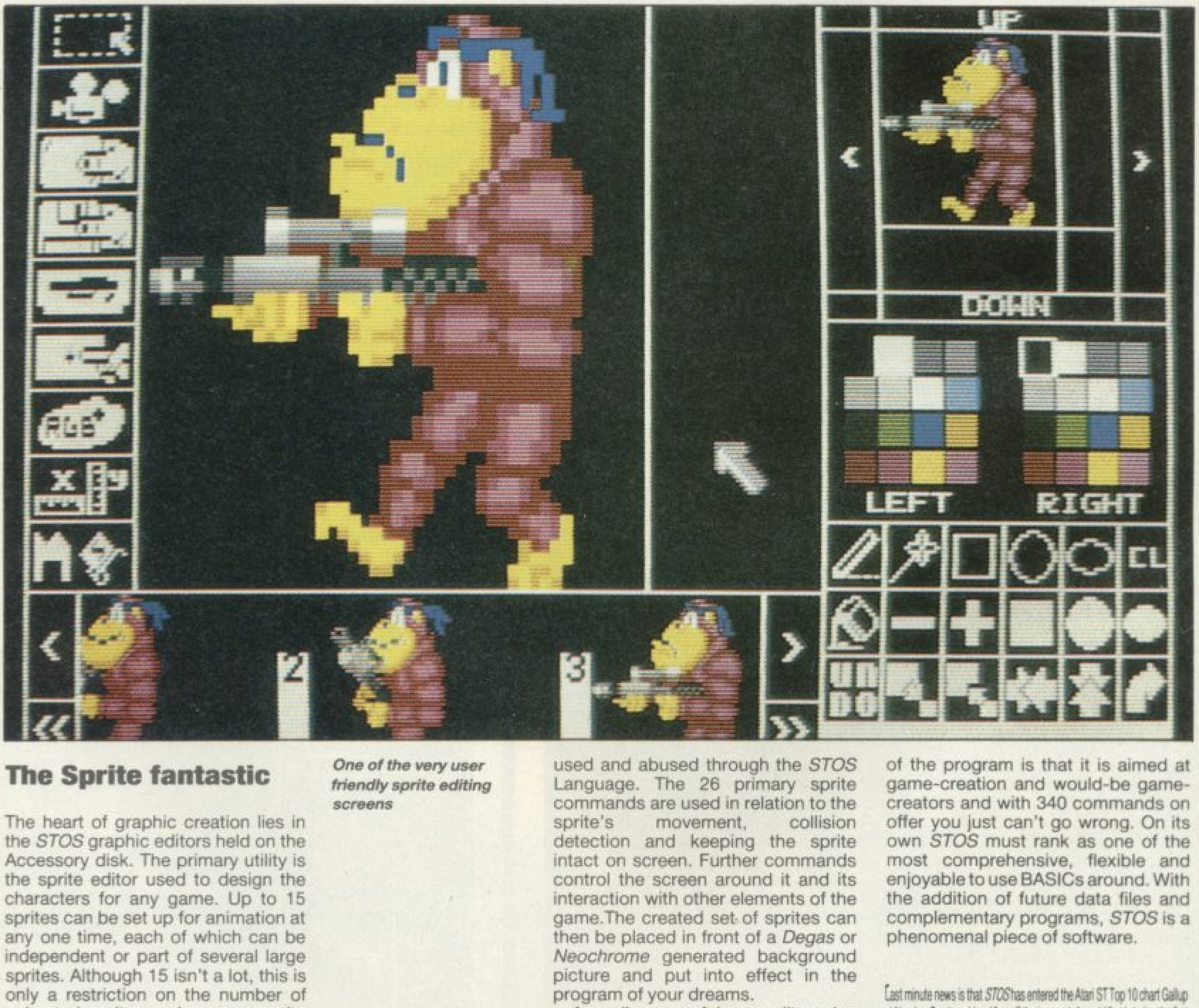
Compatability

Inevitably, with the potential of *STOS*, Mandarin don't intend to keep it as a stand-alone program. Future programs will include an all important compiler written with *STOS* BASIC in mind. The program will be priced at £9.95 and should see the light of day in November.

Forthcoming data files include a fractal landscape generator for use in *STOS* and a 3D vector graphics generator. A music extension file is also on the cards offering sample digitized sounds for use in *STOS* games.

Amiga owners can look forward to sampling the delights of *STOS* early next year.

At £29.95 *STOS* is an absolute bargain. The most important aspect



One of the very user friendly sprite editing screens

The Sprite fantastic

The heart of graphic creation lies in the *STOS* graphic editors held on the Accessory disk. The primary utility is the sprite editor used to design the characters for any game. Up to 15 sprites can be set up for animation at any one time, each of which can be independent or part of several large sprites. Although 15 isn't a lot, this is only a restriction on the number of animated sprites, using copy sprite commands the user is limited only by the number required. The whole creation of a sprite is done through the Sprite Editor.

The editor incorporates ideas from packages such as *Neochrome* and

used and abused through the *STOS* Language. The 26 primary sprite commands are used in relation to the sprite's movement, collision detection and keeping the sprite intact on screen. Further commands control the screen around it and its interaction with other elements of the game.The created set of sprites can then be placed in front of a *Degas* or *Neochrome* generated background picture and put into effect in the program of your dreams.

As well as a useful map editor, also on the Accessory disk is a music editor which is used not only to create title screen and interrupt-driven music but the in-game sounds such as explosions, laser fire and other audio effects as well. Like the sprite editor,

of the program is that it is aimed at game-creation and would-be game-creators and with 340 commands on offer you just can't go wrong. On its own *STOS* must rank as one of the most comprehensive, flexible and enjoyable to use BASICs around. With the addition of future data files and complementary programs, *STOS* is a phenomenal piece of software.

Last minute news is that *STOS* has entered the Atari ST Top 10 chart Gallup at Number One knocking *Virus* off the top spot. A world first in being the first utility to reach this position, Mandarin's marketing manager **Chris Payne** commented 'we anticipated that *STOS* would be a runaway bestseller - but not quite as quickly as this'.

STOS, from Mandarin Software
Atari ST, £29.95

ROBOCOP™

Stuart Wynne is so crackers about Cyberpunk that he couldn't resist taking a peek at Paul Vorhoeven's seminal study of gratuitous violence set in the not too distant future. But it's not just the film, but the book, the game, the video . . .

Robocop started as a film but it soon became an industry. The sequel is already written, there is a film tie-in book, and the video will be released in November at the same time that Ocean's computer game hits the stores. It might be possible to predict where it will all end, but where did it all start?

THE MOVIE

The origins of *RoboCop* lie, like many Hollywood productions, with a business lunch between a studio's junior executive and a hustling film maker. The film maker was Michael Miner whose 45-minute art film had completely baffled Universal executive Edward Neumeier. Much firmer ground for a rapport between the two was, appropriately enough, built around a Cyberpunk movie – a rock video that Miner was then shooting. When Miner brought up this robot-themed video in conversation Neumeier, the executive was prompted into relating his idea of a '*Blade Runner*-type' world, where a robot-cop was evolving human-like intelligence. The idea excited Miner and a writing partnership was born, with work crammed into nights and weekends.

The rapport between the two was first-class, and it showed in the quality of the script they eventually circulated around friends. But what particularly attracted *Airplane!* producer Jon Davison, leading him to bring in Orion studios who bought an option on the script, was the films inherent humour.

Miner and Neumeier set to work on a second draft, while Davison provided entertainment for them with *Mad Max*, *Madigan* and *Dirty Harry* – the kind of movies he envisaged *RoboCop* to be. Orion liked the second draft and Neumeier became co-producer of a $13 million project.

As for the director, Michael Miner was too inexperienced, and instead they offered him a job as second unit director. Miner refused and turned to Empire films to support *Deadly Weapon*, which he eventually both wrote and directed.

Orion spent six months looking for an experienced director, but when they finally decided on Paul Verhoeven he rejected the script out of hand. A serious Dutch director, responsible for *The Fourth Man* and *Soldier Of Orange*, Verhoeven had been looking for a way into the American market, but his most recent film - the controversial *Flesh And Blood* – had failed there. When Orion explained the movie was better than the title page had suggested Verhoeven read the script and agreed – on condition that the film be more realistic. A third draft emphasising this serious side was begun, but after 90 pages Verhoeven realised it wasn't working and went back to the earlier version.

If I only had a heart

Once the script was agreed upon a full production team could be assembled. Key members would be lead actor Peter *Buckaroo Banzai* Weller and SFX magician Rob *Legend* Bottin, the latter working closely with Verhoeven to produce the unique Robocop costume.

The highly successful design drew obvious inspiration from comic book heroes, with the movie itself a kind of celluloid adult comic book. Yet while the budget could stretch to the suit, and the first-class stop-motion FX of the ED-209 robot, that was about as far as it would go. Futuristic cars made to suggest the *Blade Runner* look where scrapped when the production crew burst out laughing at the sight of them. Since the production lacked the money for lavish, futuristic sets the cars looked completely out of place.

Why audiences accept the extremely futuristic Robocop and ED-209 robot in almost contemporary environment owes much to the subversive, comic book humour that gives the film a kind of dreamlike quality. Certainly American and British audiences have flocked to see it, so it is not difficult to understand why there is already the script of the sequel in existence. As things stand this will almost certainly involve Weller, but probably not Verhoeven.

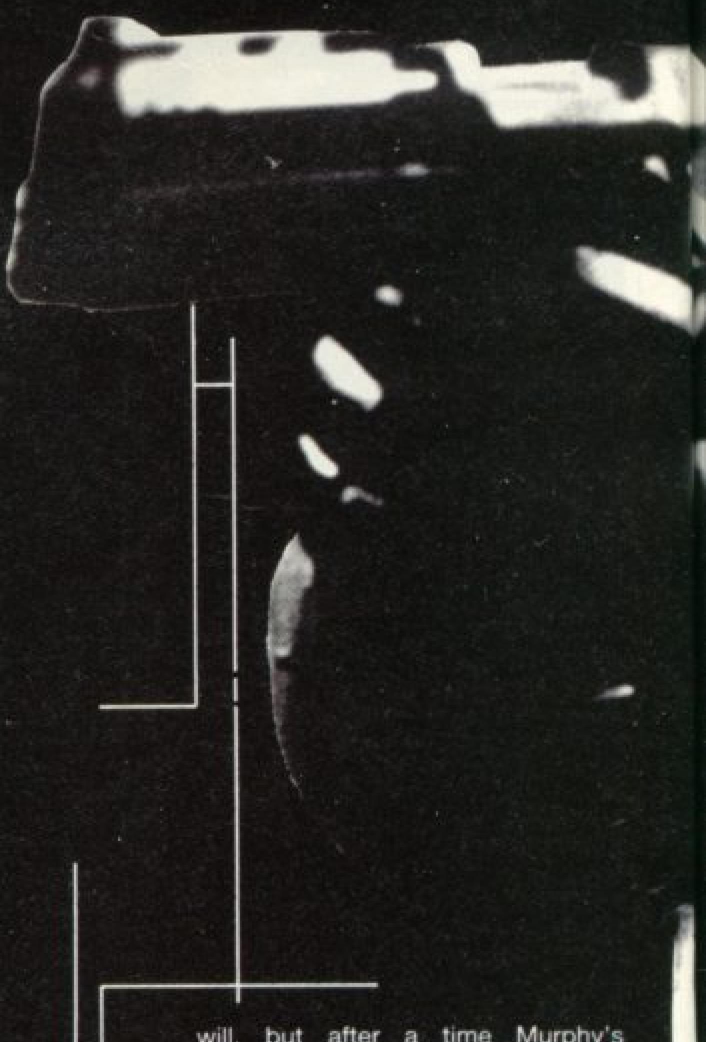
Nevertheless the Dutch director was obviously pleased with the film. His intention was to do a a movie, in his own words with 'action stuff as good as *The Terminator*, *Rambo* and *Aliens*, but at the same time I wanted to prove that I could also give equal prominence to acting and characterization.' By all accounts Verhoeven has succeeded by producing a very gripping action movie, with a narrative which is at one time both original and mythic.

"The heart of all this is a morality tale about a man transformed into a machine"

Morality tale

In brief the story concern an almost completely privatised future where the OmniConsumer Products corporation has become responsible for law enforcement in Old Detroit. By provoking the killing of their human police staff they hope to make acceptable ED-209, a four-ton killer robot. It's lethal glitches force OCP to turn to a cheaper project - Robocop. This is essentially a dead cop in a robot's body, allowing the former's instincts to guide the preprogrammed hardware. Policeman Murphy's misfortune is to be that first cop.

OCP regard Robocop as an automaton which can be turned off at



will, but after a time Murphy's memories begin to surface. As in *Blade Runner* memories serve to humanise. However, whether the robot has simply become more human, or Murphy has actually been resurrected, is never made clear in the film. Peter Weller has said 'The heart

of all this is a morality tale, about a man who is transformed into a machine, but then regains his humanity. It's akin to *Beauty And The Beast*, or the Tin Man in *The Wizard Of Oz*.'

On top of that there's a wry, satirical look at Western society through the Cyberpunk prism of a near-future world. As in *Max Headroom* most of these comments come in the form of brief, Blipvert-like news stories. An SDI misfires, killing two former presidents in California, mechanical hearts are offered at a discount, civil war rages in South Africa with a French-made nuclear bomb ready to go off.

The most controversial part of the movie, however, is the violence which was heavily cut in America. Partly it can be justified by the consciously overblown comic-book style sections of the movie. Primarily though, one has to recognise that Verhoeven, who grew up in Holland during World War 2 when bodies littered the streets, probably has a different view of what is acceptable in this area. But apart from this minor flaw *RoboCop* is excellent entertainment with some very worthy, intelligent undercurrents.

THE GAME

Manchester based Ocean are one of the oldest software houses in the business. In the early days they were easily overshadowed by other companies, such as Liverpool's Imagine whose spectacular products were matched by some equally spectacular lifestyles. Yet while Imagine recieved all the critical acclaim, Ocean continued steadily producing games like *Hunchback* which sold just as well, despite mundane reviews. The end to this story has become something of an industry fable; Imagine collapsed and Ocean bought the title for its own products.

Since then Ocean have become firmly established as one of the biggest software houses in the UK. A key part of their success is advertising, heavily featuring the art of Bob Wakelin. When the licensing trend began, Ocean moved quickly to become a major force in buying the rights to TV and movie tie-ins as well as coin-op conversions.

For a time some people felt Ocean laid too much emphasis on the tie-ins, and not enough on the game itself. An all too familiar example of this was *Knight Rider*, which was advertised as coming soon a year or more before a mediocre product actually arrived.

Such events are far fewer in number nowadays. *Platoon* in particular was rated an excellent game in its own right, while at the same time retaining much of the spirit of the movie upon which it was based. *RoboCop* fans naturally hope a similar success is made of Ocean's latest movie tie-in.

The game itself should be released sometime in November, but at the time of writing all that was available was a playable demo on the Spectrum. Nevertheless it does look, at the moment, as if Ocean will replicate *Platoon*'s success. To find out a bit more about the game I spoke to Ocean's PR supremo Gary Bracey.



" Paul Verhoeven rejected the script out of hand"

Ocean speak

First of all I asked how difficult it was to obtain the license to *RoboCop*.

'For a high profile title such as this it is always difficult to obtain the license as you usually end up in a bidding war with other companies. Fortunately, in view of our latter successes with film titles we are now finding increasingly that the film companies are approaching *us* to create their film as a game. Although this is not always the case, it is still high praise indeed for the mountain to come to Mohammed!

Had Ocean been able to see the film before buying the license?

'Yes, in fact we read the script of the movie before it was even made. When we saw the finished product we were delighted. Sometimes a movie presents itself that is, in your own mind, a computer game on celluloid. This was one such film and therefore we were most enthusiastic about obtaining the license.'

How accurate do you try to be in making the computer game version?

'We endeavour to make the game of the film as faithful to the movie content as conceivably possible. We carefully take the elements from the movie and try to translate them into game ideas. *RoboCop* was something of a special case, however, because of Data East producing their own coin-op version of the game. We had some critical input to that particular version of the game, but it wasn't finished when we began work on our own version, four or five months ago. Therefore we decided to take what elements of the coin-op we thought appropriate, then add our own elements. *RoboCop* will

PRESS ANY KEY



therefore be a multi-stage game comprising different segments of the film put together thoughtfully, in a cohesive form.'

How do you decide the structure of the game. Are there specialist designers?

'Briefly, to determine the exact structure of the game we call together all the programmers and artists who are working on the game and thrash out a basic design based on key elements of the movie. This then goes to storyboard and the whole thing is generally 'enhanced' as the development proceeds. Constant evaluation is always being made and new suggestions may crop up at any time.'

Were you aware of the Cyberpunk genre when you licensed *RoboCop*?

'Ocean likes to think it keeps up with all the current trends and therefore were well aware of the following of this type of medium when the *RoboCop* license arose. However to be honest we would have taken this license regardless of the above as the movie was so good and lent itself so well to the computer genre.'

Programming Robocop

Programming of the 8-bit versions of *RoboCop* is currently in the hands of Mike Lamb and graphic artist Dawn Drake, for the Spectrum and Amstrad CPC, while John Meegan and Simon Butler handle the Commodore 64 game. Music for all 8-bit version is the responsibility of Jonathan Dunn. 16-bit versions are also in progress, but so far all we've seen is one section, the Drugs Factory, of the Spectrum game. In fact this was pretty impressive, being most remarkable for the animation of Robocop himself.

The entire game will be three loads for 48k Spectrum owners, or just one massive load on 128k machines. Load one begins with the Robocop shooting targets to collect ammo for the first patrol. Patrol One is a horizontally scrolling section where Robocop must shoot all the bad guys. After this the game switches to a first person view where Robocop must shoot a woman's attackers without harming her. Patrol Two is the same as the first, except that it concludes with a confrontation with Emil at the petrol station.

Load two has a photofit section to help RoboCop gather some vital information. After that he goes on to The Drugs Factory, a horizontally and vertically scrolling shoot-'em-up with Robocop only having a limited number of bullets. If Robocop survives this is must defeat the massive ED 209 robot with his fists!

Section three has Robocop escaping from the OCP tower on his way to a confrontation with Clarence in the junkyard. The game then concludes in the tower as Robocop tries to save the OCP's president. As anyone whose ever seen the movie will know this is all extremely close to the film. If the actual game turns out as good as it sounds it will be incredible.

" As in Blade Runner memories serve to humanise"

Dedication's what it takes

Programmers wishing to contribute to future Ocean products, or any other software houses' games, are given this advice by Gary Bracey: 'Perseverance. Everyone, it seems, that we employ is a self-taught programmer or artist. To hone the abilities necessary the person needs to be greatly self-motivated and certainly have an aptitude for this sort of thing. We encourage everyone in this area and even those who submit applications which are not considered up to the necessary standard are encouraged to continue perfecting these qualities.'

THE BOOK
By Ed Naha
Corgi Books: £1.95, 189PP.

Books of the movie fall into two broad categories; those by a writer obviously interested by the script who can add the extra depth required by the length of a novel, and those who merely reproduce the script with lengthened descriptions of scenes, action and characterization.

RoboCop, like the vast majority of such tie-ins, is of the latter category. The only real enjoyment to be had from the novel is from remembering the movie as you read. The action sequences in particular are dull descriptions of action which hadn't been filmed at the time the book was written.

Sub human

A more serious criticism is the book's emphasis on the poorer aspects of the film. All the villains, for example, are seen as sub-humans – a different species all together. This tendency which is popular in a great many American films and TV series runs hand-in-hand with a shameless vigilantism on Robocop's part. Criminals who could easily be arrested are simply murdered, an element significantly downplayed in the film itself.

Neverthelèss there are some interesting aspects to the novel. Robocop's car, for example, is clearly portrayed as if the discarded futuristic version had been used. Also dropped from the movie are the references, as in *Blade Runner*, to off-world colonies including the moon, and there is also a slight love interest between Robocop and his female partner, Lewis. Otherwise this is a good example of the merchandising rip-off satirised, ironically, by the book itself

Next month Stuart Wynne turns his attention to the grand daddy of the cybermen for an exclusive interview with SF writer William Gibson.

THE MOUSE THAT ROARED

Hold the front page – the nation's newest newspaper has fallen for Apple Macintoshes. Secrecy surrounds publisher Eddy Shah's project, The Post, but TGM was given a sneak preview . . . after we promised we weren't spies for The Sun.

The revolution starts this month. For years desktop publishing (DTP) was supposed to be 'the next big thing' – yet until today it's fallen flat. Big publishers complain that the software is unsophisticated and too difficult for nontechnical people.

All that changes when the bright red logo of *The Post*, Britain's newest national newspaper, hits the stands in the next weeks. *The Post* is produced almost entirely on high-street technology – Apple Macs and off-the-shelf software like Aldus's *PageMaker*.

Journalists are notoriously old-fashioned where high tech is concerned. There have been strikes, grumbles and extra-pay demands when micros threaten to replace the trusty typewriters.

But it's caused no problems to the journalists at *The Post*'s headquarters in Warrington, Cheshire. Amid the mice and pull-down menus, Origination Manager Bryan Dean explains that they like *PageMaker* because 'it's very visual. That's the advantage of working with the Mac interface.'

He continues: 'The Macs work with graphics. They can integrate graphics and text and do graphics quickly without grinding up the system.

'It's very easy to dump files and change things around. If you want to have a tone box [a tinted part of the page], you *draw* a tone box.

'And,' he continues, 'you can do that on each terminal because the terminals are intelligent.' In other words, each designer or subeditor working on a Mac II uses its ultrafast 32-bit Motorola 68020 processor for his own pages – without tying up other people's processing power.

That technique of 'distributed intelligence' is fast gaining acceptance throughout computing. Businessmen have realised that mainframe-style centralised processing is inefficient and costly.

And cost is a major factor in the crowded, cut-and-thrust battleground of the national papers. Eddy Shah, publisher of *The Post*, has saved £1.5 million or more by going the Mac route.

Cheap and cheerful

The Post spent £1.5 million on their 100-Mac setup – and that includes software, communications hardware, LaserWriters for proofs (copies of pages to check they're okay), and at least five Linotronic machines to output the finished pages.

A conventional package, such as the Atex system used by many newspapers, would cost at least £3 million.

The other advantage is speed – essential for a daily. Dean says it takes a skilled operator about ten minutes to design a page on the Mac system.

That's something – this TGMer can testify that a tabloid page is at least a half-hour job using the old-fashioned, ink-stained method of layout sheet, ruler, tracing paper, Tipp-Ex and groans.

Colour work is easy, too – and vital, with papers including the *Daily Mirror* and *The Sport* as well as dozens of regional dailies using it to powerful effect.

On *The Post* as much colour as possible will be done in advance, because it's complicated, but Dean says big last-minute news will be in colour too: 'If an oil rig blows up we can do it.'

And colour certainly makes its mark in the dummy (test-run) issue of *The Post* that TGM saw.

It seems publisher Shah has learned his lessons from the shipwreck of *Today*, which he launched in early 1986 but had to sell when it seemed like sinking.

Now his company – Messenger Newspapers – is tipped to be Britain's most successful publisher of 1988, according to a report earlier this year by research organisation Databank.

And even if he ends up lost in *The Post*, Shah and his colleagues will have put DTP firmly on the desktop.

The setup

- 70 Macs in Warrington headquarters
- 30 Macs in London office
- About 60% are Mac IIs
- The remainder: Mac SEs and Mac Plusses
- Macs at each site linked on Xerox's best-selling Ethernet local-area network
- London and Warrington sites linked by British Telecom's Megastream
- Page design on Aldus's PageMaker
- Writing on Talbot's NewsWrite, specially developed for papers
- Two A3 Apple LaserWriters for page proofs
- Five or more Linotype Linotronic typesetting machines for finished pages
- Worldwide news from Reuters, Press Association and Extel news agencies comes straight into the system

Grab me, I'm worth a thousand words

Every newspaper's photo editor wants grabbing images – and The Post's Barry Williamson has a machine to grab 'em.

'It's a fairly basic sort of thing but it does work,' says Deputy Picture Editor Williamson of the simple system.

Using a normal JVC video camera, he can take black-and-white photos into an Apple Macintosh and quickly change their size – all in three minutes.

And the 300-dots-per-inch resolution is enough for newspaper printing.

Photo future?

The Post is also arming itself for a revolution in news photography – using a 'stills video camera' which records pictures on disks.

A photographer can take up to 50 pictures per second, save them on the 2.5-inch disk, and transmit them back to Warrington.

The problem: memory. As Williamson says, 'they can't get enough pixels on the disk'. For the system to be useful he'd need about ten million pixels per disk, but now each can store only 600,000.

The Post is testing Canon and Nikon systems, but hasn't made a decision. Don't throw away the old 35mm.



All the news that's fit to desktop-publish: journalists at The Post use Apple Macs for their bright, colourful tabloid pages



Worth a thousand words: Deputy Picture Editor Barry Williamson at work on the low-cost system

Inside The Post – first pictures



The revolution starts here: The Post's main newsroom in Warrington, near Manchester

Over £400 worth of top technology to be won!

PUT THE POWER IN YOUR PLAY

with Powerplay (who else?)

And win
- **A Sony Sound Bag radio/cassette player!**
- **A portable Sony TV!**
- **A Sony Sports stereo radio/cassette player!**
- **Plus joysticks ● joysticks ● joysticks for *nine* runners-up!**

Take time out for a good waggle! We've got three state-of-the-art Sony gadgets plus the latest **Powerplay** joysticks to give away – thanks to those people who put the joy back in sticks.

First prize goes to the first correct set out of the disk box, and it's a Sony Sound Bag radio/cassette player – normally £149.95. Just think, you can save all that cash and buy 11.543495 Powerplay Clear Instant Auto Fire Cruisers instead!

Second prize is a small but perfectly formed 3-inch FD 9B black'n'white from Sony – normally £99.95.

And **third** comes Sony's CFS 930 Sports Stereo radio/cassette player, £89.95 in the shops.

For the **nine runners-up**, we've got more Cruisers than Earls Court – three Clear Instant Auto Fire Cruisers, three Black Cruisers, and three Blue Cruisers.

And all **you've** got to do is answer the multiple-choice questions on a postcard or the back of a sealed envelope, get 'em to TGM by **November 17** and sit tight.

Send your entry to POWERPLAY COMP, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB.* Sorry to be boring, but we've got to say it: competition rules on the contents page apply.

To answer, write the question number and then the answer letter.

So if you think the Black Cruiser was launched at Cape Canaveral, write: 1 c

1 Where was the Black Cruiser launched last month?
a The PC Show
b The Micro Peripherals Forum
c Cape Canaveral

2 What makes the Cruiser joysticks so sensitive?
a Fairy Liquid
b Microswitches
c Transputers

3 What colour are the Black Cruisers in Italy?
a Azzurro
b Bianco
c Nero



4 How many directions can the Cruisers move in?
a Six
b Eight
c Ten

5 How many suction feet do the Cruisers have?
a One, but boy it's big
b Three
c Four

6 How do you get out of AUTOFIRE on the new Clear Instant Auto Fire Cruiser?
a You can't
b Take your finger off the FIRE button
c Flick a special AUTOFIRE OFF switch

7 What are the three settings available on every Cruiser? (We're expecting THREE answers here.)
a Slow play
b Beginner's play
c Normal play
d Expert play
e Firm play
f Extra sensitive play
g The play's the thing

FANTASY GAMES

PENDRAGON
Boxed set of roleplaying rules
Chaosium, £13.95

The stories of Arthur, King of the Britons, and his knights of the table round have a unique fascination and power that has captivated readers for centuries. Here can be found the tales of the greatest heroes of England – Arthur, the once and future king; Sir Lancelot of the Lake, the mightiest warrior of his time whose doomed love for Arthur's Queen Guinevere threatened to destroy them both, Merlin – wisest of Arthur's councellors, and the legendary knights Galahad, Gawaine, and Mordred.

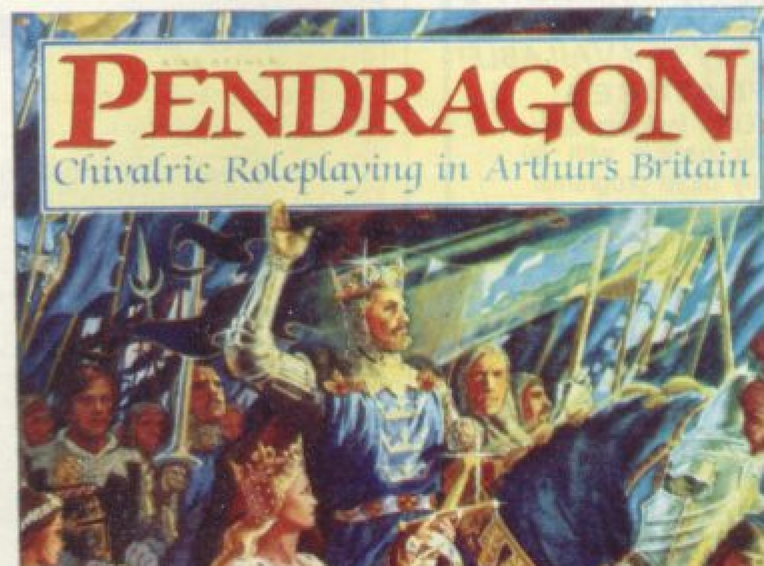
Reality and fantasy, history and myth mingle against the backdrop of Dark Ages Britain to produce an ideal setting for a roleplaying game. So take up sword and shield, mount your faithful charger and rally to the banner of Arthur Pendragon!

Pendragon looks good from the start. The boxed set contains a full-colour poster-sized map of Arthur's realm, two reference booklets with blank and completed example character sheets, and two beautifully-produced Player's and Gamemaster's books. The rulebooks are softback and without colour, but almost every page features artwork that is both attractive and useful game material, such as illustrations of weapons and coats of arms. A wide margin on each page is filled with fascinating snippets of background detail – ranging from extracts from Arthurian tales to comments on the traditions and customs of Arthur's time. The whole effect is extremely easy on the eye, and the material is well organised with a thorough table of contents.

The basic concept of the game is not for players to take the roles of the figures of legend, though this could be done if desired. Instead the players become hopeful young squires, struggling to gain the rank of knight, whilst Arthur, Lancelot and company are having their own adventures - in which the players may of course become involved.

The rules start with the character generation procedure. Players begin by selecting a homeland and social class for the new character and choosing a name. *Pendragon* is a Chaosium game, which means it has such impressive stablemates as *RuneQuest*, *Call of Cthulu* and *Stormbringer*.

Characters in *Pendragon* have not only scores representing their Size, Strength, Dexterity and so on, but also a whole list of personality traits which encapsulate how they are likely to behave in certain situations, i.e. if valorous/cowardly or chaste/lustful. The character's have a score for each trait: Lancelot scores 25/0 on Valorous/Cowardly, whilst naughty old King Pellinore has 3/17 on Chaste/Lustful. In this way a new picture of a new character's personality is quickly built up.



Characters also have Passions, which include loyalty to their lord, love of their family and other strong loves or hatreds that may arise during play. These will vary as circumstances dictate. The character skill system is simple but adequate. All relevant knightly skills are available. Jousting, use of weapons such as sword and spear, lute playing and so on. A character has a score for each skill and must roll this number or below on a twenty-sided dice to succeed. Skills improve with experience.

When a character achieves sufficient skill level and a high enough loyalty to his King, he may become a knight, with the chances for danger and glory that presents.

The combat section gives brief details of the weapons, armour and fighting techniques of the time. Two distinct types of combat are covered by the rules - skirmishes, or fights between individuals or small groups, and full-scale battles between armies. Again the rules are fairly simple but sufficient to cover pretty much every eventuality.

The player's book concludes with sections on family life, money and the everyday creatures and unusual monsters of the knight's world. Also included at various points in this book are background details on the typical lifestyle and behaviour of an Arthurian knight, such as the ceremony of becoming a knight and the codes of chivalry and courtly romance.

The Gamemaster's booklet contains a short introductory scenario, details of some monsters and brief gamemastering hints. The hints include the only mention of Magic in the whole rulebook, and very sensibly this is left entirely in the gamemaster's hands. Player characters, as knights, will experience magical effects but not fully understand them - nor can they learn magical techniques themselves. My only real criticism of the rules is that a few more guidelines for the gamemaster would have been useful here. Fortunately there are a number of supplements available, both providing pre-written adventures and extending the range of background material.

I approached *Pendragon* with some reservations. Could the world of Arthur really be successfully incorporated into a set of roleplaying rules without destroying its unique atmosphere? My fears soon evaporated.

In *Pendragon* Greg Stafford and friends have produced a truly outstanding game, treating their theme with all the respect and thoroughness it deserves. Any gaming group with an interest in the Arthurian theme should give this game a try.

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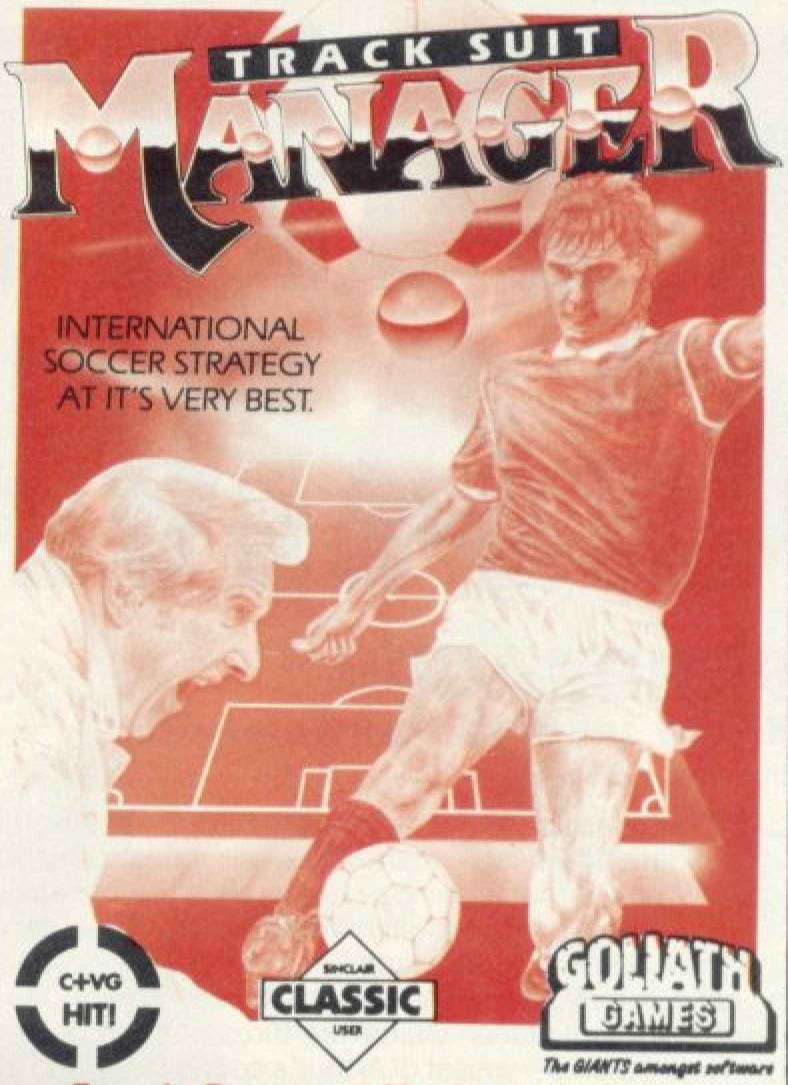
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POSTE HASTE

THE GAMES MACHINE's regular Play By Mail column

The postal strike, raging as we write, may have PBMers tearing their turn-sheets in frustration, but TGM soldiers on – battling hobgoblins and orcs in the land of Morden, and substituting paper for magnetic media in the depths of battle-torn space. What heroes!

WORLD OF CHAOS
GAD GAMES

The Cornwall based group's originally-conceived PBM football game, *Soccer Supremo* was reviewed by **Poste Haste** last issue. Now our attention turns to the more traditional role-playing fare of fantasy exploration.

The isles of Morden have had a chequered history, scarred by the arrival of Northerners from another part of Hextile (the mystical planet on which *World of Chaos* is based). This happened when (due to the effects of a never-ending-winter spell) the Northerners' patience ran out. Boarding their ships, they set sail for warmer climes, discovered the isle of Solent and landed at the port of Sri Nor. They immediately launched an unexpected attack on the townsfolk, who were quickly defeated. They went on to take over the town, and then spread southwards, ransacking settlements in their path with a view to take over the entire island.





In the spring of 49 AL, in icy temperatures on snow-covered ground, the Cold War began. The Northerners' army converged on the town of Gothenburg, where King Morden had gathered an army in readiness for the invaders – a pitched battle ensued. It was a balanced fight, but even with a trio of dragons and a band of orcs on their side, Morden's army was defeated, and the King killed. Demoralised, the remaining soldiers and townspeople put up little further fight against the Northerners, who soon took over the entire island of Solent.

Over the next 18 years, all other islands of Morden – Pippin, Moon, Barra, Alter and Griffon – were conquered by the travelling army, who left few troops to watch over the captured lands. The mobilty of the Northerners' forces was their downfall, allowing Morden's people to gather an army and reclaim towns and villages whilst they were away. The War of Morden, as it was called, lasted 14 years, ending on the island of Griffon. The Northerners were defeated, and now lie in small numbers in desolate areas of the islands.

Now, many years later, settlements have been rebuilt and life is relatively back to normal. The Royal family's whereabouts is unknown – the islands remain unruled.

In the aftermath of the Northern invasion, forgotten castles and winding tunnels are ripe for exploration, untold mysteries to be solved and countless riches to find. Now is the time for adventure!

You play a young adventurer, outcast by family for your foolish ways but optimistic of exciting times ahead. Characters are generated by first choosing their name and personality then their major physical attributes – age, eyes and hair colour, height, build and clothing. Your race can be Northerner, Southerner, Easterner or Westerner, each of which have their own traits and appearance

Their are 11 gods, ranging from Anshar, God of Darkness, to Ukko, God of War, who symbolise various parts and traits of life. An adventurer does not have to have

PRESS ANY KEY

a religion, but can gain additional magical powers if rituals are performed and the god's beliefs studied.

The character's abilities are expressed as percentages in seven standard types of RPG attributes, which begin at levels depending on the class of character chosen – warrior, thief or magician – and the discretion of the player (who is given an additional 21% to distribute among the abilities). A character's Power, initially in single figures, is dependant on his Intelligence percentage and determines the magical power of the character. In a similar way, Health is dependant on the Strength percentage, and determines the damage a character can take before dying.

Combat is mostly hand-to-hand (which includes hand weapons) and its results are governed by GM dice rolls. Damage received is divided into the body section hit, and the health points subtracted is obviously affected by armour worn. Missile and magic combat is also catered for.

Spells are memorised from scrolls and most need components (ingredients) to be most effective. Scrolls, potion and various items have their own magical properties, which do not need casting skill to use.

On the turn-sheet (Decision Round Sheet in *World of Chaos*) the player can write virtually anything he wants the character to do, though fantastical things will no doubt be swiftly weeded out by the GM! Answer sheets (Gamesmaster's Reply Sheets) give weather and location information as well as the results of your actions, and include maps and diagrams. Your updated attributes and possessions are given on a Result Round Sheet. As and when necessary, information sheets, called tokens, are given on characters, creatures, scrolls and other things you find along the way.

World of Chaos is an attempt, conscious or otherwise, to produce a general *Dungeons & Dragons* postal game, and with the isles of Morden setting and intelligent use of gods, appears like a *D & D* module (albeit reminiscent of the RPG, *Saturnalia*). The 64-page rulebook, both well-written and printed, covers the extensive features in detail, and makes an interesting read in itself. The general game freedom is refreshing after the frequent 'fill in the figures' system that many use, although the complexity of some parts make chronological decisions difficult and results unpredictable. With so many factors in the game, it is by no means one for the beginner, especially with the reported character mortality rate (25 killed in three months – not exactly moderate for a PBM game!), but should give absorbing play to the more experienced.

Start-up, which includes rulebook and three turns, costs £6,



but a reduction of a pound will be given if you mention that you saw this review in **TGM**. Basic turns, are £1.20, with small additional fees for maps, information, newsletters, postage and so on. Game turnaround is one to two weeks. The address is **GAD Games**, *Marland House, Poughill, Cornwall EX23 9EL*.

ASTROWARS
ASTRAA

Astrowars is based on the tried and trusted theme of futuristic global domination on a far-off planet – but it has one big difference. Unlike other PBM games one of the playing requirements is access to, or ownership of, an ST. The game follows the normal turn-around time and cost of paper-based games, but each turn is played and stored on an ST disk.

The turn-creation screen used follows in the PBM/wargame tradition of a hexagon grid, across a future planet 160 x 160 hexes in size. The playing screen shows a square block of 100 hexes at any one time, with their coordinates marked around the circumference. The displayed playing area can be scrolled using the mouse to show the positions of your extensive forces and those enemies within range. All units are selectable with the mouse pointer, on which data is listed on the right hand side of the screen.

Your aim is simply to stay alive and destroy or join forces with any player you meet. You have a headquarters which is vital to your survival and so should be defended by a fraction of your forces, which begin at with 100 units surrounding your HQ. All the units use a fuel pellet per turn, which you receive several thousand of to begin with and can mine deposits for more supplies.

You command the direction and building of 16 features, which include tanks, nuclear missile silos, cyberwarriors and portable minefields.

Each unit has seven attributes, some of which remain at zero on certain types due to their capabilities. The Technology level, ranging from zero to nine, increases as you invest time and money on development and is rewarded with the production of more sophisticated weaponry. Attack and Defence Strength help determine the outcome of battles, and Attack Range specifies the maximum distance of an opponent for a hit. As a unit is attacked, its Damage Level percentage increases, until it is destroyed. The speed and current fuel level of the unit are also given.

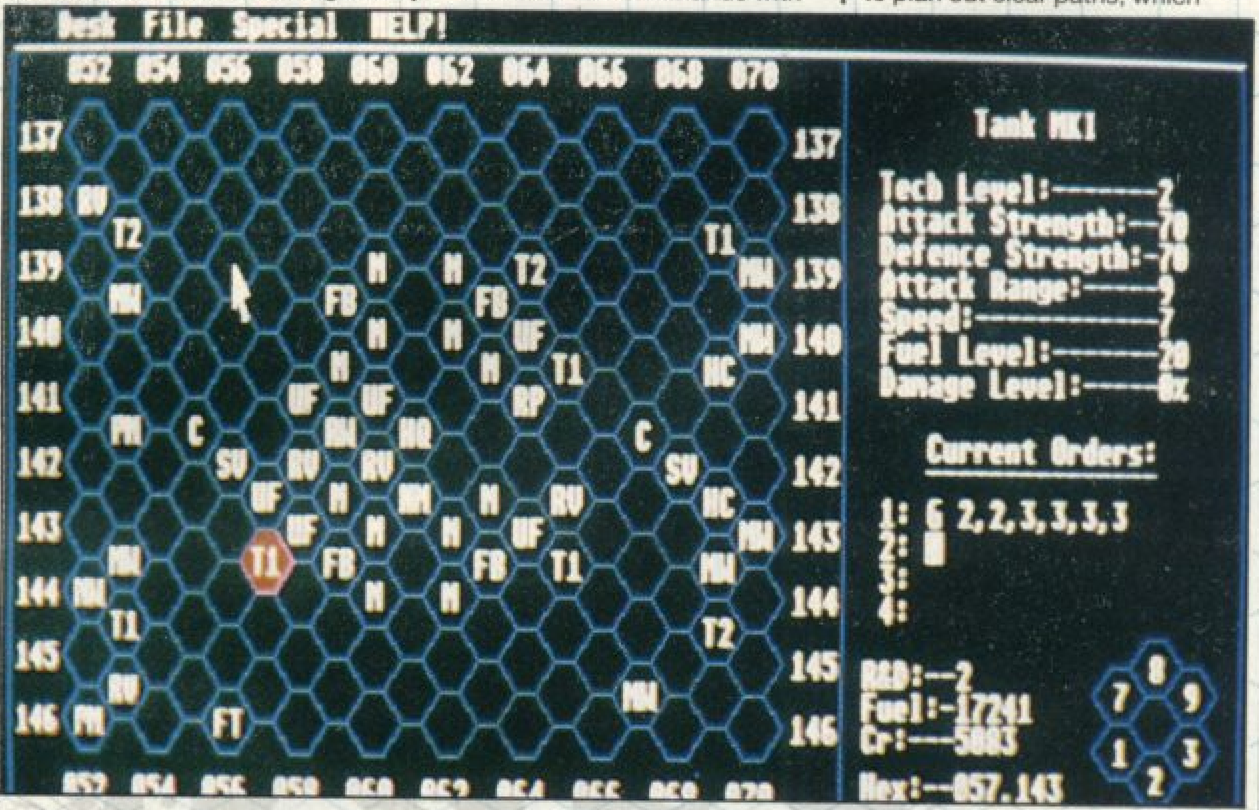
There are ten commands with which to direct your actions, selected from a pop-up menu. GO is perhaps the most important of these, as it is used to move units, by entering, via the keyboard, the hex direction(s) you wish it to go. Each turn is split into four Orders, which are processed in ascending series. The unit should reach its end location unless it runs out of fuel or hits another object.

Enemy installations and vehicles can be ATTACKed by specifying its location, and the damage received is calculated from Attack and Defence Strength plus random/luck factors.

You can BUY or SELL fuel pellets, and distribute them between units with the FUEL command. INVEST allocates funds to research so you can MAKE better units. This can render some forces obsolete, but you can recoup losses by JUNKing them. A TREATY can be made with other players, which stops systems automatically firing at them on collision. Damaged units can be REPAIRED.

Although, to our knowledge, *Astrowars* is unique in using a computer to create turns, the result is considerably less exciting than it should be. The turns are marred by a cumbersome movement system, where units have to be directed hex by hex, rather than include an option where the desired end location can be aimed for. The GO process is long-winded with the 100 units you begin with, so the power capabilities of the 500 maximum would be offset by an extremely and unthinkably long turn completion time.

Stopping on collision with another unit is a bad idea – taking a small Damage Level increase and continuing the move would be better. This is a real problem when units are closely packed, particularly at the start of a game, where pen and paper are needed to plan out clear paths, which surely defeats the object of computerised turns.



Astrowars misses the mark due to its lack of user-friendliness and the fairly limited scope of commands – treaties being particularly simply implemented – and could benefit from a turn-program update.

Astrowars costs £1.20 per turn, and details can be obtained from **Nigel Jarman** at **ASTRAA**, *Allonby Cottage, Langrigg, Aspatria, Carlisle CA5 3LH.*

Letters, reviewable games, fanzines and comments gratefully received at **POSTE HASTE, THE GAMES MACHINE**, *PO Box 10, Ludlow, Shropshire SY8 1DB.*













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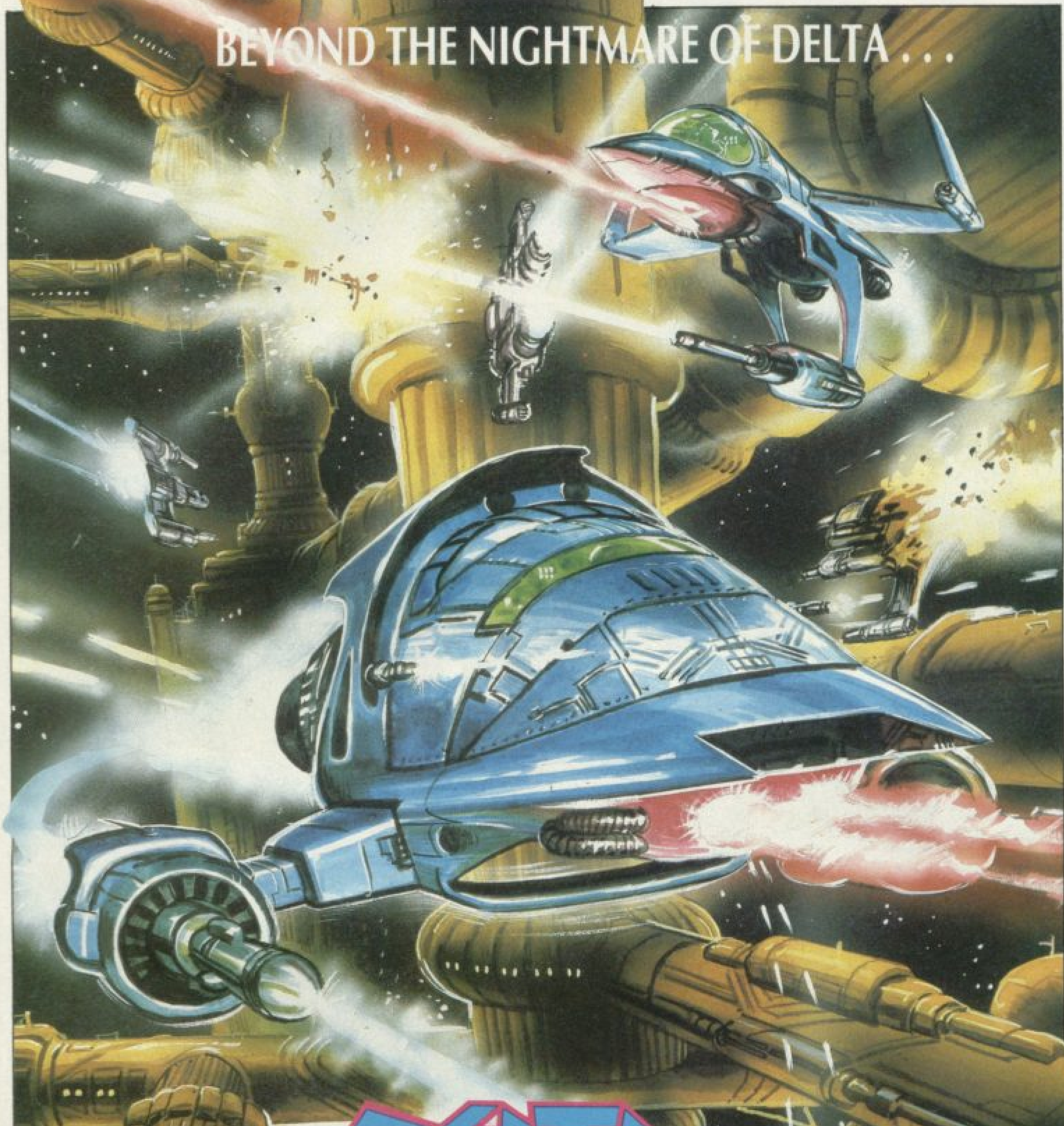
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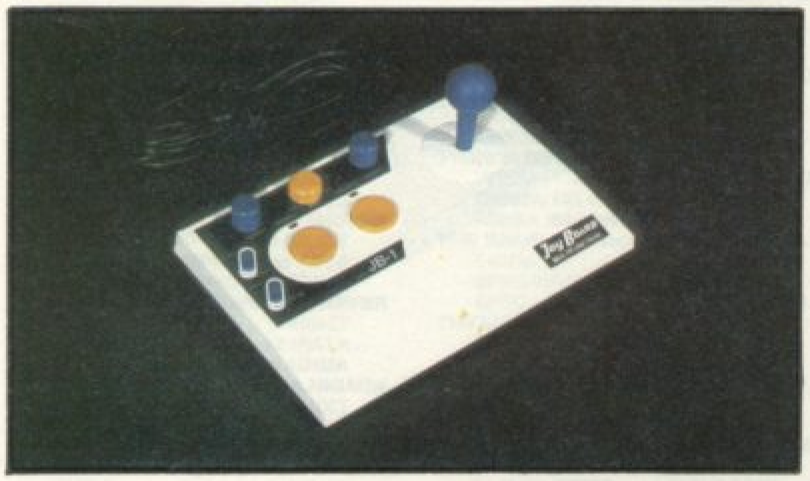
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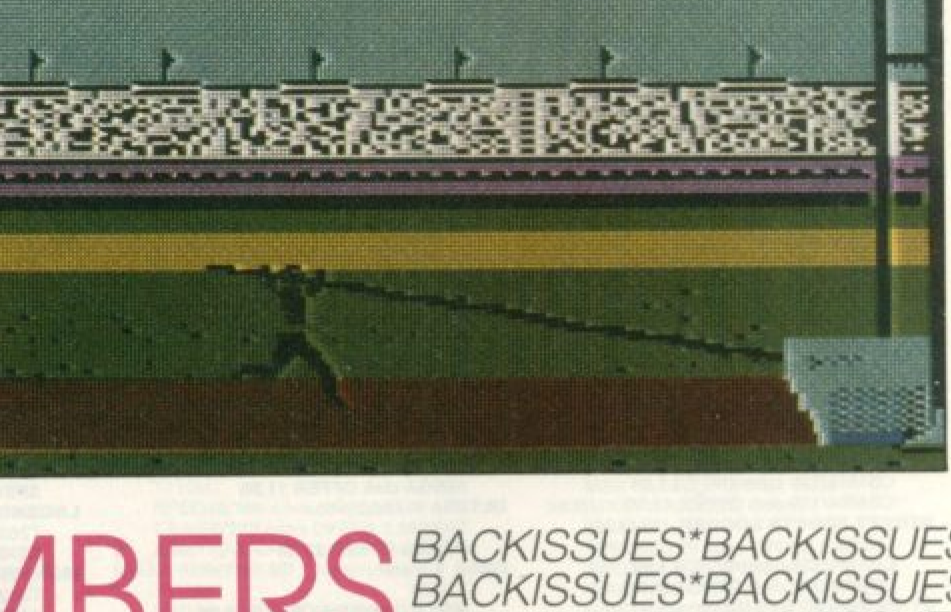
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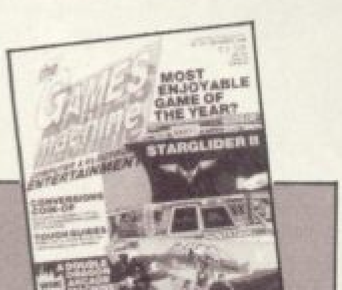
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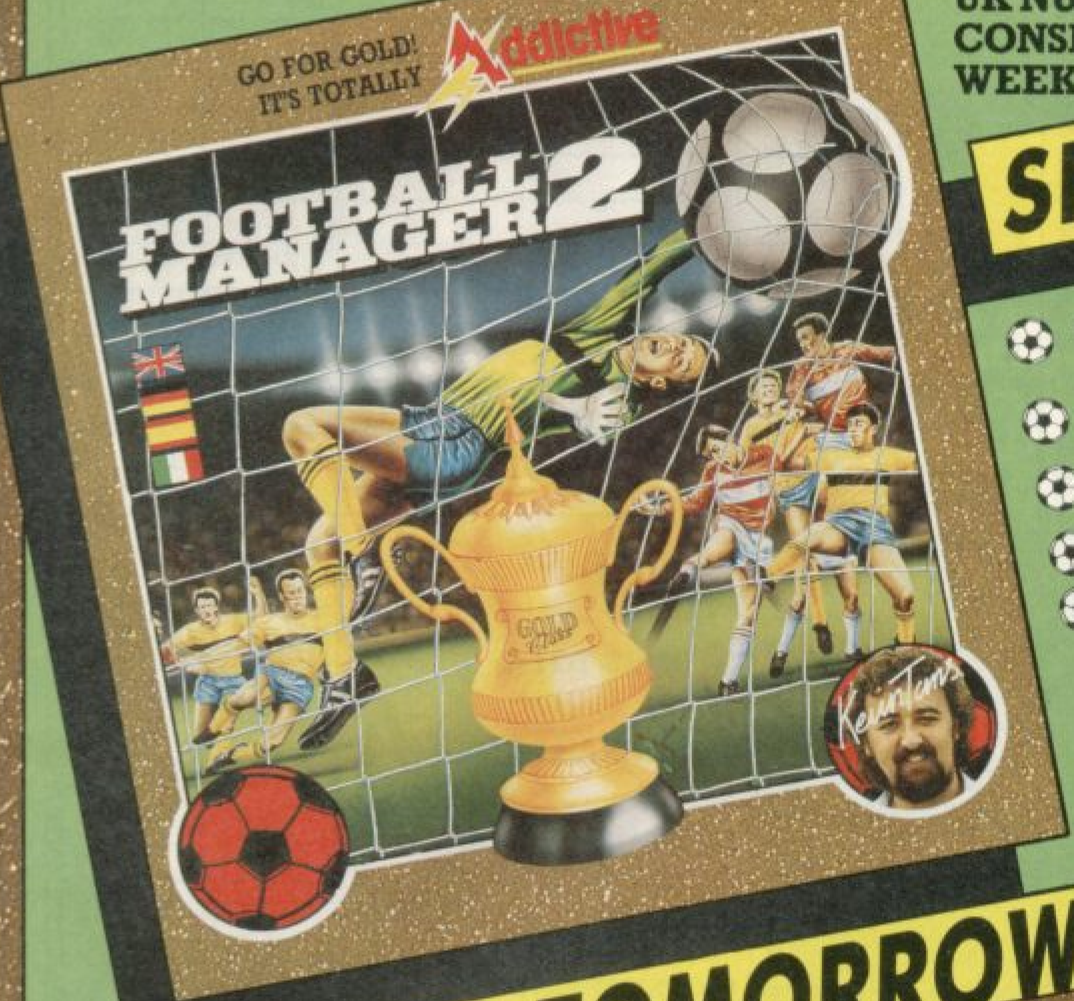
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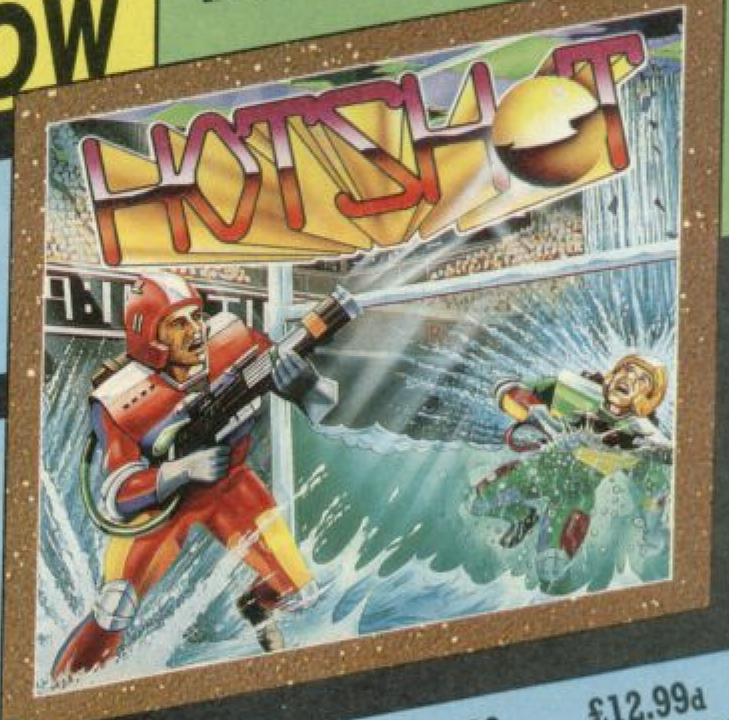
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Screen shots from Atari ST version.

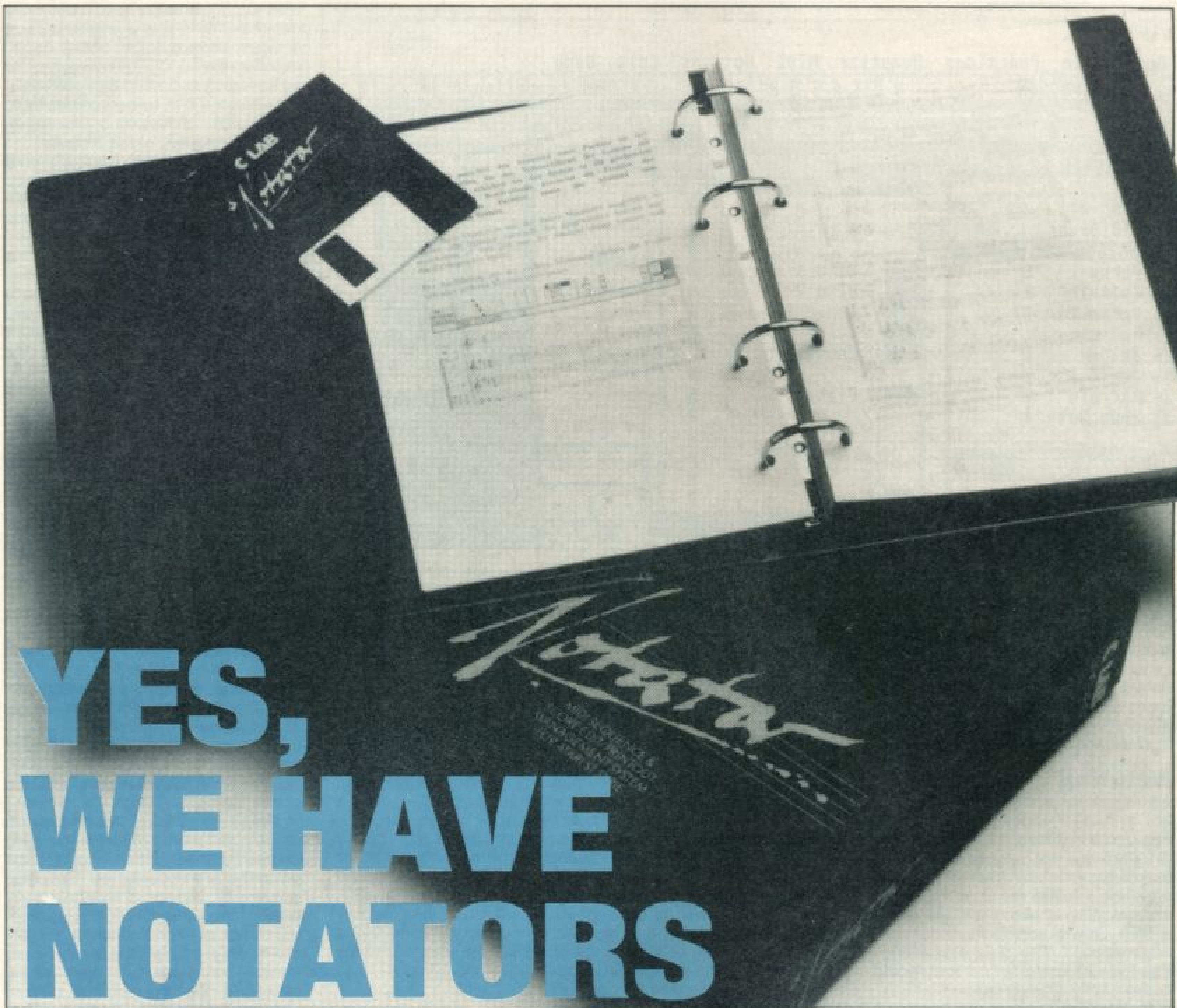


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GO FOR GOLD. IT'S TOTALLY Addictive

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YES, WE HAVE NOTATORS

Apart from typing the ends of his fingers into tattered stumps writing TGM's music supplement, Jon Bates has also found time to reflect on one of the hottest music programs currently available for the Atari ST – Notator. He gives it the hard sell, but can CLab justify the £485 price tag? Read on . . .

It occured to me the other day that many or indeed most of the music programs that land on my desk are professional or low cost versions of professional MIDI programs with only one or two exceptions. The most notable exception being is the *Jam Factory* from **Electronic Arts**, which whilst not being totally brilliant at least did a pretty good job of putting the fun back into music creation without involving too much financial lay out.

Now whilst the world, his wife and his software company are all thrashing away to produce MIDI sequencers and voicing programs which to a large extent are all pretty much of muchness, there is a huge chunk of fun being sliced away here.

Many moons ago when I started looking at Spectrum programs there was a load of do-it-yourself programs that although patchy often linked graphics and music together with the emphasis on simple, fun-time, music creation using only the micro itself. Where are they now, I wonder?

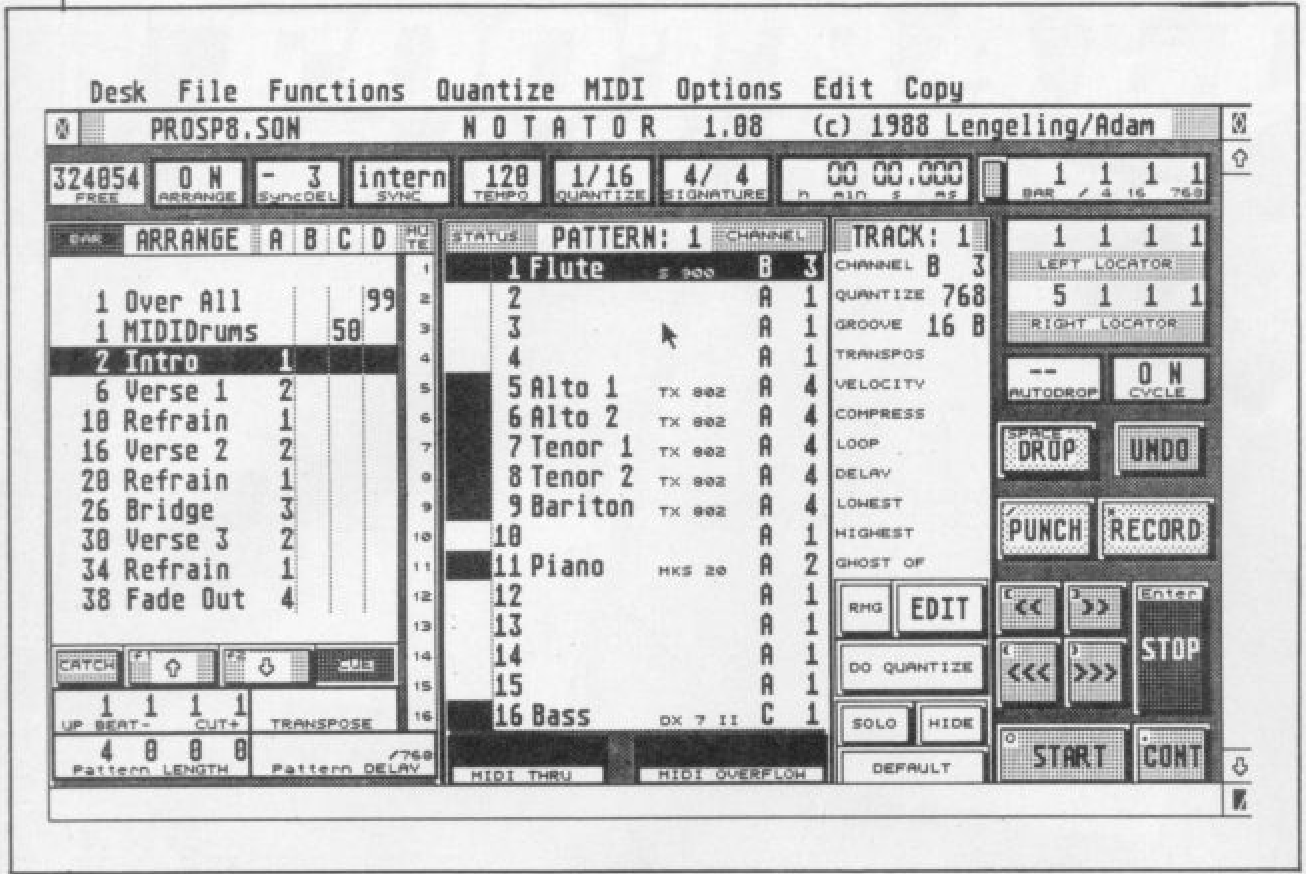
I am not decrying the MIDI programs whatsoever, but I have a sneaking suspicion that in the fast moving stream of software development we have lost the backwater of good fun music programs that use internal voices or samples. With the capabilities of say the Amiga or Archimedes there is plenty of scope for programs that will stand alone without any bolt-ons that link imaginative graphics to an interesting music creation package. Such a program could allow you to make your own sounds and tunes by using a graphic screen and also provide for MIDI expansion at a later date. Perhaps upgrade software could follow to add extra MIDI functions such as featured in this months supplement.

Notator is an all encompassing MIDI composition package"

I selected the Archie and the Amiga for the simple reason that they have enhanced sound and graphic capabilities. Don't stop producing all the superb MIDI packages but please don't loose sight of the entertainment value either.

It wasn't hard to spot that the **CLab**'s *Creator* program was a serious rival to the industry standard **Steinberg** 24 track sequencer. In fact the rivalry between the two software houses has been quite interesting with both companies aiming at the same market and competing with somewhat similar features. The *Steinberg Mk 3* – which I'll be reviewing soon – features a scoring option. And, surprise, surprise, CLab

PRESS ANY KEY



have an all-in-one package called *Notator* which is in effect the *Creator* sequencer intermingled with a very comprehensive scoring package. For those of you who missed the original review I'll pile through the attributes of the system plus all it's new ones.

Notating

Notator is not a notation program but is an all encompassing MIDI composition package that within one program will not only sequence but output the results in traditional music notation. It fulfills the dream of being able to play a piece and having it written down and printed for you automatically. The only equivalent I can think of is a machine that would write exactly as you spoke into it.

Basically, *Notator* is a fully blown program that has many levels of intelligence. Together with the optional MIDI output ports, it is possible to control a total of 64 separate channels.

The architecture of the program is the usual pattern/song format that lets you play up to four independent patterns at once and just for laughs, and for drums, you can set each of the tracks within each pattern to loop independently. It has complete graphic event editing but of course you have the option to edit the music you have created with the traditional notation as well.

The sequencer is organised so that up to 99 patterns – each with sixteen tracks – is assembled into an arrangement, achieved painlessly on the left hand third of the main screen.

The refinement that lets it reach parts that other sequencers fail to play is that the arrangement mode itself had four independent layers. This allows you to do things like recording a long melodic line that runs across several other accompaniment patterns set on different layers. I got confused first time around as the layers are labelled A B C D which is the same as the 'export MIDI tracks' when you buy the extra MIDI box. But not to worry. They are not corresponding functions.

You can of course record your long pattern whilst the arrangement is playing back the short ones. As the arrangement section is in the left hand third of the screen this leaves the centre section free for the main track sheet free for the pattern display that you are currently working on.

Time keeper

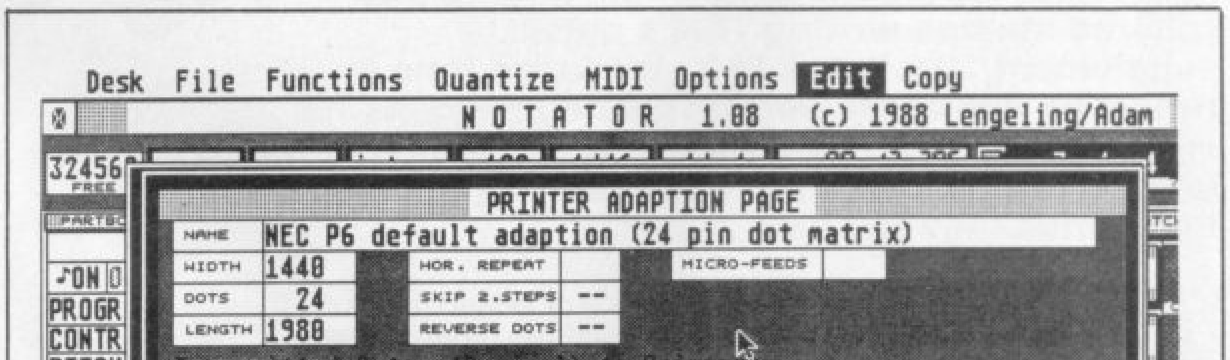
Like all good sequencers, *Notator* keeps a track of the time elasped in hours, minutes, seconds and milliseconds as well as bars, beats and subdivisions of the beat, right down to one 760th of a bar. Just to prove that it is the product of some mighty smart programming it can also play and load from disk at the same time. Although the chances of filling a disk up in one go are reasonably minimal unless your surname is Jarre it does happen (after about 53000 notes on the 1040ST). Nothing is quite so annoying as finding that your latest masterpiece has to be consigned to the dustbin of history because you haven't formatted a disk recently!

Recording is easy. Hit the record button, located in the right hand third of the screen which is dedicated to recording functions. In record mode the whole screen goes into inverse video so that you are quite certain what is going on. It has all the usual record attributes; drop-in functions for specified sections, pause and continue, punch-in, fast and super fast forward and reverse plus the ability to undo what you have done. In fact most of the commands that could mess up what you have recorded are idiot proof.

To further the idiot proofing, most of the edit parameters can be handled either as genuine edits – in which case the data is permanently altered – or as output parameters, in which case the recorded data is left intact and the corrections are made in real-time at super speed as the data leaves the machine.

Quantization, transposition, channel selection, velocity transposition and compression, key limits, MIDI delay, looping length and an interesting feature called *Ghost Of* are all part of the *Notator* package. The latter feature actually contains no data on its own but looks at the track it has been *ghosted* You can then subject to all the features mentioned above.

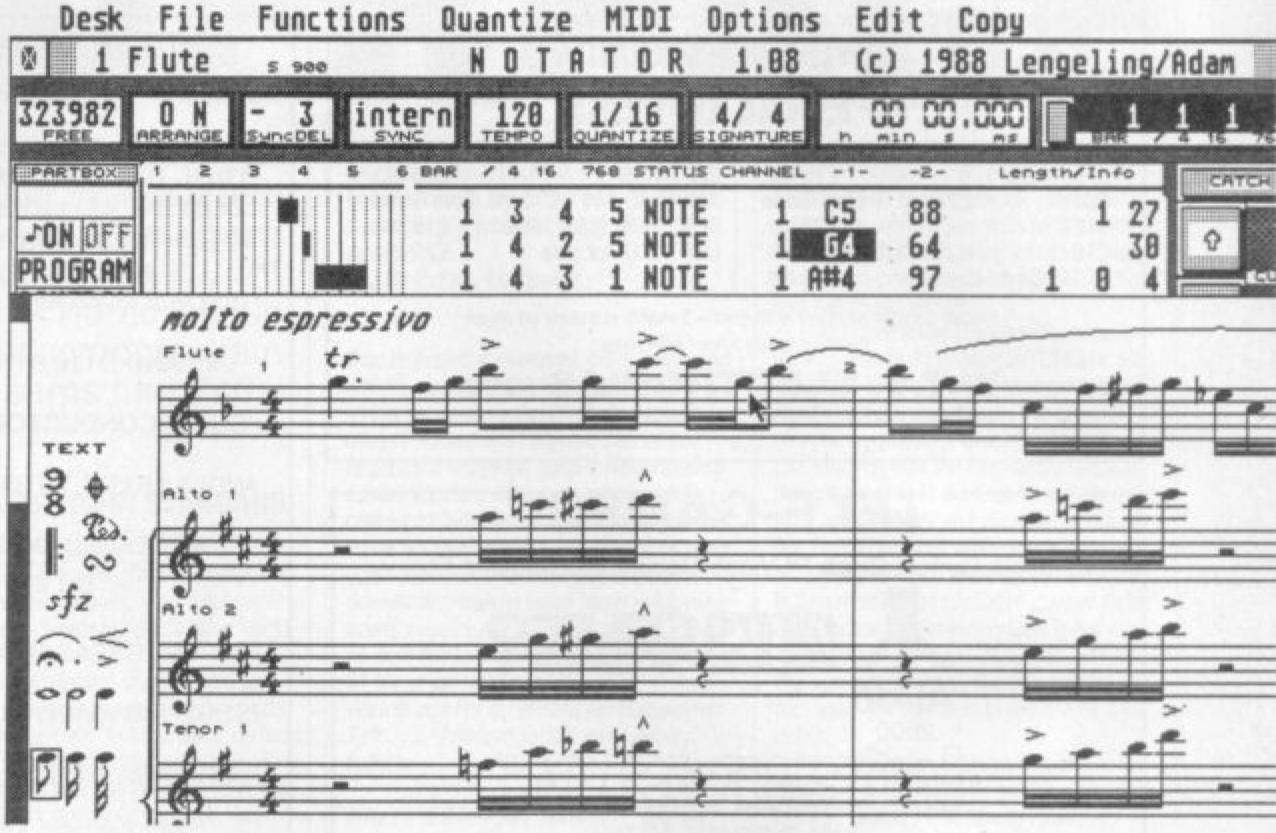
The screen window that lets you do all these wonderful things also displays the output settings for the pattern currently selected. So if you opt to, say, transpose a certain track within a pattern, all the current transpositions for that whole pattern are displayed down the side of each track. The values can be changes either on the side of the pattern window or in the track number window.



Each track can be named as can each of the 64 output channels. the lettering is tiny but I name mine with the instrument that is associated with that particular line and keep track of what I am recording and on what. However, such is the architecture of the program that you can always swap the channels around to suit.

The graphic editing is one of the by now customary blocks-that-represent-notes routine. Blocks are selected for particular attention and just for safety they can be copied to spare tracks just in case. The quantize function which are from a drop-down menu are really rather smart and almost infinite in variety.

Things get into the deep end when you start to process the data that is recorded. You can really get to grips with the individual MIDI functions and change channels, transpose, delay and meddle around with the velocity settings either by compressing them or even by allowing to taper off over a selected number of bars and beats. I was particularly impressed by the way that you can play the section you are working on and watch the events and data roll down the window. Thus fine tuning any section is made quick and easy. Inserting new notes can be done by either typing them in or using the MIDI insert mode and doing them from whatever instrument you have to hand.



Hard copy

The first thing that I look for in any notation program is the printer drivers. Having a slightly obscure printer myself I need to make sure that not only will it work with the conventional printers but also there should be provision for you to set up your own printer. *Notator* has these and more. It doesn't have a laser driver *yet*, it will work with 8/9 pin dot matrix and is obviously going to give better results when you prod a 24 pin printer into life.

The options for traditional notation are excellent. In fact it does justify the price tag. I tested it out with a long and complex piece with lots of tricky timings in it and sure enough in fractions of a second it displayed the correct notation.

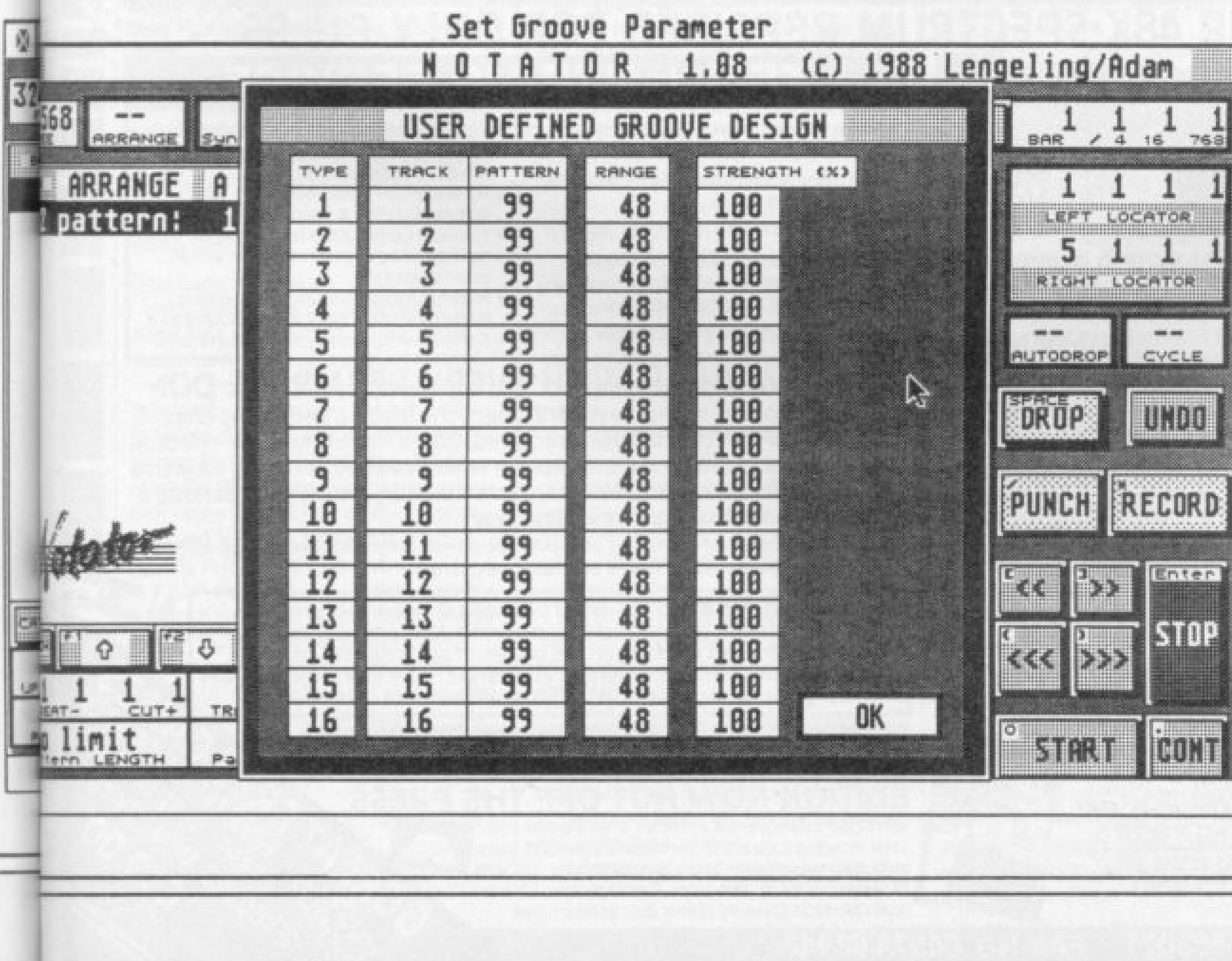
Basically you can choose to have an overlay on top of the graphic/event editor of music notation. This can be either just one stave of the part you are working on or the complete part score. Each stave defaults to treble clef and picks the time signature up from what was set on top of the main screen. If the score is too big you can reduce it to miniature size, with in total or just particular instruments. You can scroll up and down the score from the left hand side of the screen and through the score from the right hand side. Bar by bar scrolling is done from the bracket keys. All the musical notation is picked up from the menu on the left hand side. Can't see the one you want? Simply click again on the one that is of the same *family*(as the manual has it) and it is fairly certain to be there.

"Although Notator is expensive, it is the music desktop publishing package"

Such refinements as phrasing, dynamics, accents, triplets, rests are automatically put in. If you put pedal markings for piano parts in then this automatically actuates the sustain control code for a MIDI instrument. The same goes for crescendo and decrescendo marks which work the volume control codes, which you can draw as long wide or short as you like.

I figure that although *Notator* is an expensive product it really is *the* music desktop publisher program. I can't think of another program that lets you start from either playing in the piece or putting it in note by note and still come up with the ability to print the full score plus the individual parts.

For professional arrangers it will cut a lot of time and save a lot of wrist ache. The educational value of seeing exactly what you have composed is not to be sneezed at and, in short I want one. Now.



Notator, from Sound Technology available at £486 from all good music shops. Sound Technology ☎0462 480000

If you are a current *Creator* owner, CLab **will upgrade your program to a *Notator* for the £250, provided you return your disk plus dongle.**

READERPAGE

"Many people consider the playing of computer and video games to be at best a trivial pastime undertaken by spotty teenagers and at worst a front for drug abuse . . . "

So suggests SAM FLANAGAN of Horncastle in his challenge to all who consider computer gaming a waste of time. His letter earns him £40 of software from READERPAGE.

READY, STEADY, ESCARGOT!

Dear Games Machine
As other readers have said before; many people consider the playing of computer and video games to be at best a trivial pastime undertaken by spotty teenagers and at worst a front for drug abuse.

To these people I say this: computer gaming is a sport. If you want examples of really trivial pastimes, or so-called 'sports', then look no further than the Guinness Book of Records. In it you find records relating to games such as tiddlywinks and marbles. Both of these pointless games have a national following, with competitions, meetings etc – an interesting fact is that nearly all the members are over twenty.

And if grown men flicking their bits of plastic and balls around isn't enough then what of the much more bizarre 'sport' of snail racing. I hasten (unlike the snails) to add that this strange activity is taken very seriously by some people!

And so back to computers. Surely noone would put computer games in the same class as the above activities? Personally, I think computer games are an excellent test of skill and hand-to-eye coordination, not to mention intelligence.

And finally: congratulations on one year of a fantastic mag!
Sam Flanagan, Horncastle, Lincolnshire

We've been so busy in the TGM offices, we completely forgot it was out birthday – doesn't that just take the cake? Thanks for the congrats Sam.

MOS BROS

Dear Games Machine
I would like to take this opportunity to make your MSX readers aware of the existence of a user group outside the UK.

Of all the user groups with whom we have contact, we may well be the most fortunate. Since we are very close (geographically) to HSH Computers, at a time when the MSX seems to be disappearing, they come up with new products, both hard and software, which it appears nobody in the UK is aware of.

As for ourselves, we number several hundred, have an ever-increasing library of MSX Public Domain software, and, most important, we are a non-profit-making group who are MSX enthusiasts – always willing to help MSXers with any problem.

We would be delighted to get in touch with users in the UK.
MOS (MSX Orientated Systems) Club, An der Umflet 19, D-4715 DAVENSBERG, WEST GERMANY.

SUB (SCRIPTION) STANDARD

This letter is written in a state of anguish.

Despite you creating the greatest mag for any computer user, your subscription service unfortunately hasn't been up to the same standard.

I have complained once before and received the August issue six days after the UK release date. But this time, no mag at all – I'm getting real annoyed about it.

Of course, I don't know if you have had any problems during production, but I think we subscribers ought to know if the mag is released later than promised.

On the other hand, I have changed address AND informed you about it, and I don't think registration takes more than a month.

Great mag, let down by poor service.
Jesper Stromstad, Lyngby, Denmark

Please accept our apologies Jesper, but we've been having a rough time of it lately what with the postal strike, the PC show and moving offices. And Denmark is a very long way, you know.

SWEET 16

Dear Games Machine
Am I the only Commodore 16 owner who has bought every issue of this mag? At first I thought I would see some support (the odd review, perhaps) for my computer, but I gave up when there was no review of *Ikari Warriors*. OK, so C16 software practically dried up when TGM came out, but some games are still being released.

Happily, for my £1.25 a month I get not just a computer mag but news and features of the latest in electronic entertainment. Also, some excellent features on other subjects. Overall good value.

May I suggest some additions to the mag:

1. Reading expands the mind. It already looks like the mag is getting closer to books, as said in TGM**010** in the Cyberpunk series, and what a way to describe books, as a 'human machine code'. I would like to see reviews of other kinds of fiction.

2. I am not a roleplayer but it interests me. Why not extend the roleplaying section, perhaps even showing those excellent miniatures.

3. The mag often mentions the past of the home computer world, so how about having a section or feature for those early days, with past events, not to mention those early classic games that newcomers might have missed.

4. On a similar basis, how about having a page dedicated to those neglected machines; the C16, Oric, VIC 20 and Dragon are only a few. I am sure there are some people who still hang on to these machines.
N J Di-Perna, Leicester

Due to popular demand, both book and comic reviews are to become an irregular feature in TGM. You can't let Stuart 'Crackers' Wynne out of his cage for a moment before he's ranting about William Gibson and producing reams of Cyberpunk-inspired copy, so have no fear there'll be plenty to plug your brain into in that department. Games Workshop have been releasing some superb products lately, so much so that the question is, will we able to fit them all in the mag? Watch out for a 'Whatever Happened To? . . . ' feature in the very near future.

What's a C16? No, seriously, our Ed reckons the Oric will make a comeback and the Psion 2 personal organiser will rival the Amiga as a games machine. Must be the tablets . . .

SATISFACTION

Dear Games Machine
I am a very proud owner of a Japanese Nintendo which I have had for almost a year.

Many games (cartridge and disc formats) are cheap because you can get them copied on to cartridge or discs for less than £5, from Hong Kong.

This month we expect to receive *Mario* parts I, II and III, *Salamander, Ghosts 'n' Goblins*, a superb football game, and many more Japanese titles which are not for sale in Britain!

If you are wondering how many games are released, the answer is 1-3 a week.

In my view, the PC Engine looks promising but it will never compare with our Nintendo!
Raymond Luy, County Durham

We've been promised some new software for the UK Nintendo . . . don't hold your breath!

NO HOLDS BARD

Dear Games Machine
First, my compliments to your magazine, which is getting better and better by the issue.

I would like to comment on the ever-growing range of computer roleplaying games, which all seem to be based on the extremely popular, but even more expensive and sometimes unrealistic, yes, UNREALISTIC, gameplay of *D&D, ED&D* and *AD&D*. Why are there no games based on the far superior *Runequest* system, which is more realistic and less expensive than the *D&D* series. I know, because I own them both.

Now don't get me wrong, I think there are some brilliant RPG's on computer, like the still-growing range of the *Ultima* series, and the less atmospheric but more polished *Bard's Tale* series. Their only fault being that too much attention is spent on combat, rather than other actions such as languages, physical skills, and interaction with NPC's. *Ultima* tries to do this, but is very limited, with characters only able to respond to one or two particular words.

I also have some comments on the letter by Stephen A Graham in TGM**010**. He says that the only thing that carried *Bladerunner* through was the special effects, a point with which I totally disagree. It is true that the film hardly has anything to do with Philip Dick's book, but the total atmosphere and detail of some of the film's features are enough to rate it much higher than the average science fiction movie. The conflict between Batty and Deckard, and indeed the inner conflict of Batty, go very deep and some of the conversations suggest far more conflict than the violence in the movie can depict.

I do agree with Graham that one of the best and most realistic science-fiction movies is *2001 – A Space Odyssey*, although I think that personality of the computer HAL-9000 could have been better depicted, in the movie as well as the book.
Richard Knijnenburg, Rijswijk, Netherlands

THE PINNACLE

Dear TGM
Firstly, I don't think Jonathan Williams (TGM**009**) or his opinions stupid. Simply he does not agree with me. However, I respect his point of view, whereas he does not do the same for me.

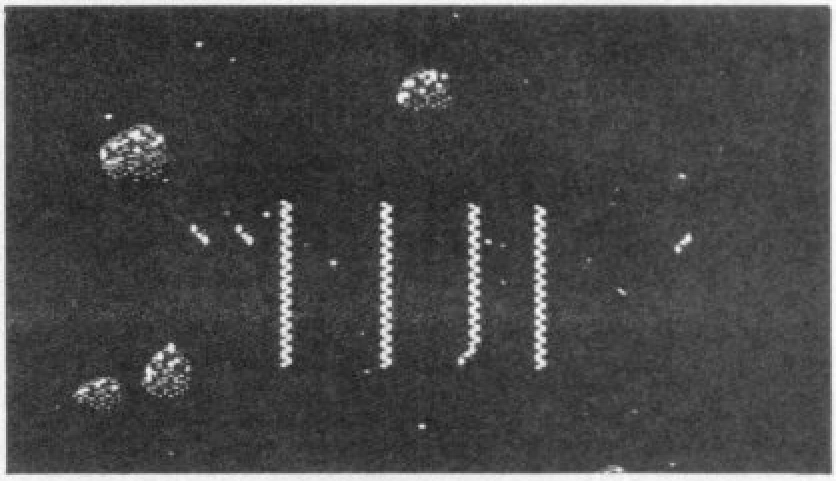
Second, with regard to your preview of *The Kristal*. Almost every month is launched the 'biggest game ever' – *Xenon, Carrier Command, The Kristal* now – which one next month? I know that 16-bit games quality is improving and the last game always seems the best one, but how shall we know *the* definitive, spectacular and superb game which marks the difference, if every month you review the new 16-bit wonder?

Finally, I totally subscribe to T White's opinion about software prices and, until they fall, I think the best defence is to make a narrow selection by reading the reviews of a good games magazine. Hence the importance of being fair in this matter, as I'm sure TGM is.
Agostix Malane, Madrid

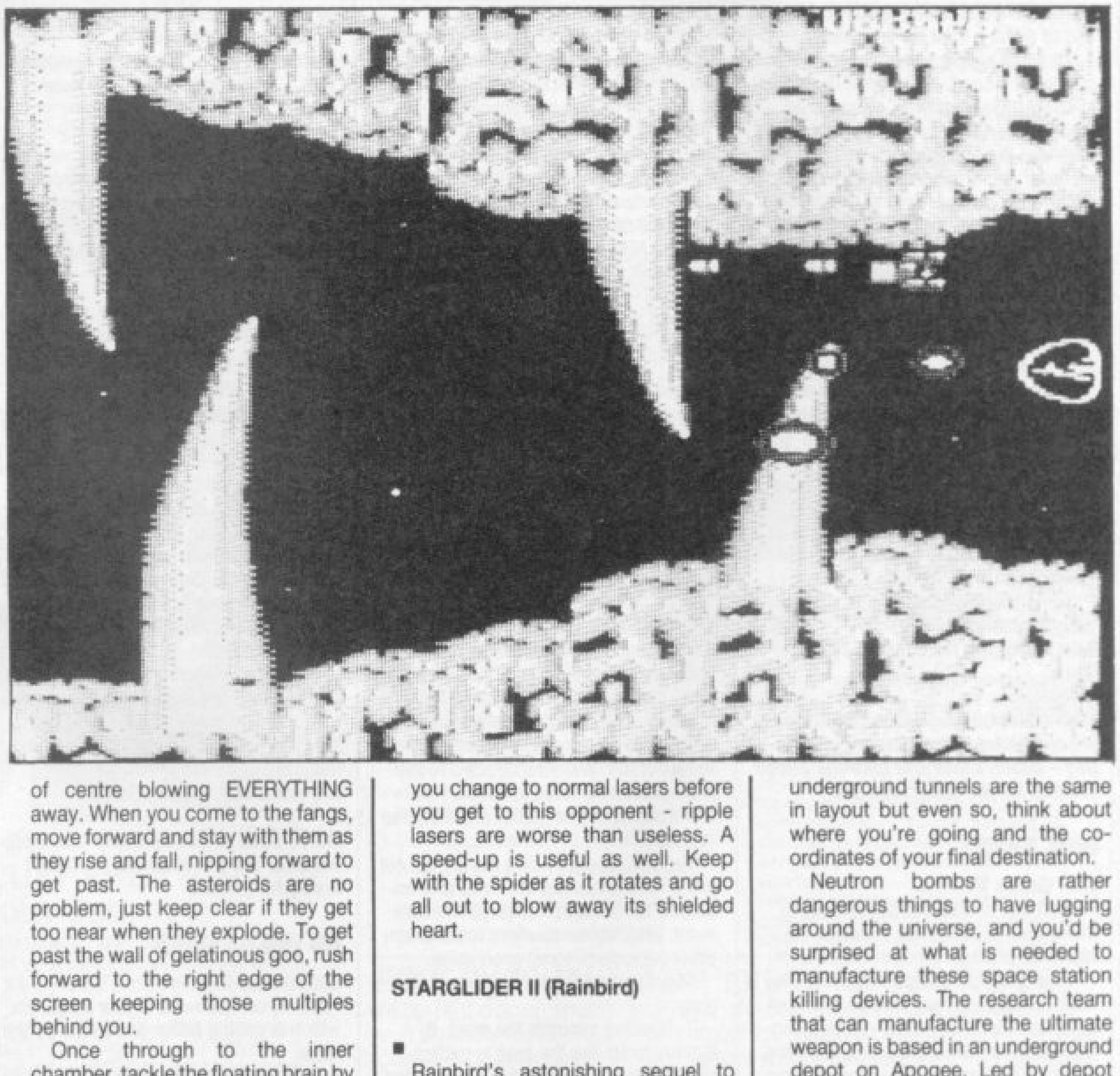
Don't complain Agostix, at least the quality of games is generally getting better each month. The progress of games technology means, in our opinion, that there can be no such thing as the definitive game. **But who better to help you try and find one, than TGM? Our penetrating reviews have become industry-standard, so you can be sure we'll only guide you towards the very best games.**

Well that's another month out of the way. If you have anything profound, penetrating or even pathetic to say, do drop us a line at READER PAGE, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB* – there could be £40 worth of software in it for you, and remember, TGM is *your* magazine.

INFORMATION DESK



Oh alright, so the postal strike even hit the hallowed halls of the TGM command centre. Did we let it bother us? Of course not – we just let Robin Hogg loose to bring you a plethora of perfectly playable game tips!



GAME OVER II (Dinamic):

■ Dinamic's latest work of coding – and the excellent (and risque) packaging – is a slightly disappointing sequel to *Game Over*. For those climbing the walls trying to get through the first level here's the password to access level two on Spectrum and PC versions.

SPECTRUM - 18757
PC - 11334

KING'S VALLEY II (Konami):

■

This MSX gem has got to be the most addictive game this month. With sixty fiendishly designed levels, you'll probably have no hair left by the time you even get halfway through. To prevent you 'boldly going', and get you started, here are the gibberish codewords for levels 2 to 6.

LEVEL	CODEWORD	NUMBER OF LIVES
2	AIAIAGBG	2
3	IBIBGJGL	3
4	ABABHKHM	4
5	BEBEGGIO	5
6	MAMAGLOL	6

SALAMANDER (Imagine)

■

I fell in love with the Konami coin-op when it first came out and looked forward to the home computer conversions. While the C64 version looked superb, it was far, far too easy. Here are the inevitable tips (continued next month) on how to complete the game.

LEVEL 1 - Start in the middle of the screen alternating between top and bottom, blasting anything remotely alien. Go for the multiples and bombs first – ignore forcefields. If you're quick you can get a ripple laser but don't risk losing a life to get it. Go for one extra speed-up wherever possible, two may be too fast for you.

For much of this level stay just left of centre blowing EVERYTHING away. When you come to the fangs, move forward and stay with them as they rise and fall, nipping forward to get past. The asteroids are no problem, just keep clear if they get too near when they explode. To get past the wall of gelatinous goo, rush forward to the right edge of the screen keeping those multiples behind you.

Once through to the inner chamber, tackle the floating brain by keeping in a corner and wait until its appendage draws near. Accelerate behind it, wait again and then move back in front to give the creature a taste of your photon bullets.

LEVEL 2 - Easiest level! Follow asteroids round, take out the shrapnel-throwing aliens as soon as they appear and keep away from the edge of the screen. Aliens and asteroids have a habit of sneaking up on you.

The only thorn in the side is the end-level metallic spider, make sure you change to normal lasers before you get to this opponent - ripple lasers are worse than useless. A speed-up is useful as well. Keep with the spider as it rotates and go all out to blow away its shielded heart.

STARGLIDER II (Rainbird)

■

Rainbird's astonishing sequel to *Starglider* is literally jaw-dropping to look at, plays like a dream and is now given the tips treatment for those of you stuck in the Solice system.

On starting the game, use the relatively safe planet of Apogee to get used to the controls, learn to top up energy and see the sights. As a secondary visual aid, keep the patchwork effect on as you fly over a planet. Useful if you want to rapidly search for a building moving diagonally and parallel to the planet's surface. Most of the underground tunnels are the same in layout but even so, think about where you're going and the co-ordinates of your final destination.

Neutron bombs are rather dangerous things to have lugging around the universe, and you'd be surprised at what is needed to manufacture these space station killing devices. The research team that can manufacture the ultimate weapon is based in an underground depot on Apogee. Led by depot supervisor Trem, the bomb ingredients consist of:

1. A Case of Nuclear Fuel
2. A Lump of Mineral Rock
3. A Crate of Castrobars
4. A Cask of Vistan Wine
5. An Egron Mini-Rocket
6. An Asteroid
7. A Flat Diamond
8. A Cluster of Nodules
9. Professor Halsen Taymar

Although Trem mentions that the professor can be found on

Broadway, the first moon of Millway, he can actually be found on other planets around the gas giant. Either he's got a lot of twin brothers or he gets about a bit. Whatever the reason, he's always to be found zipping about in an Emma 2. Chasing this craft across the planet is tricky as you have to get very close to the ground. The best tactic (in fact the only tactic unless you've got lightning reactions) is to wait for the car to turn and then quickly line it up, zoom down and collect it before Halsen veers off elsewhere.

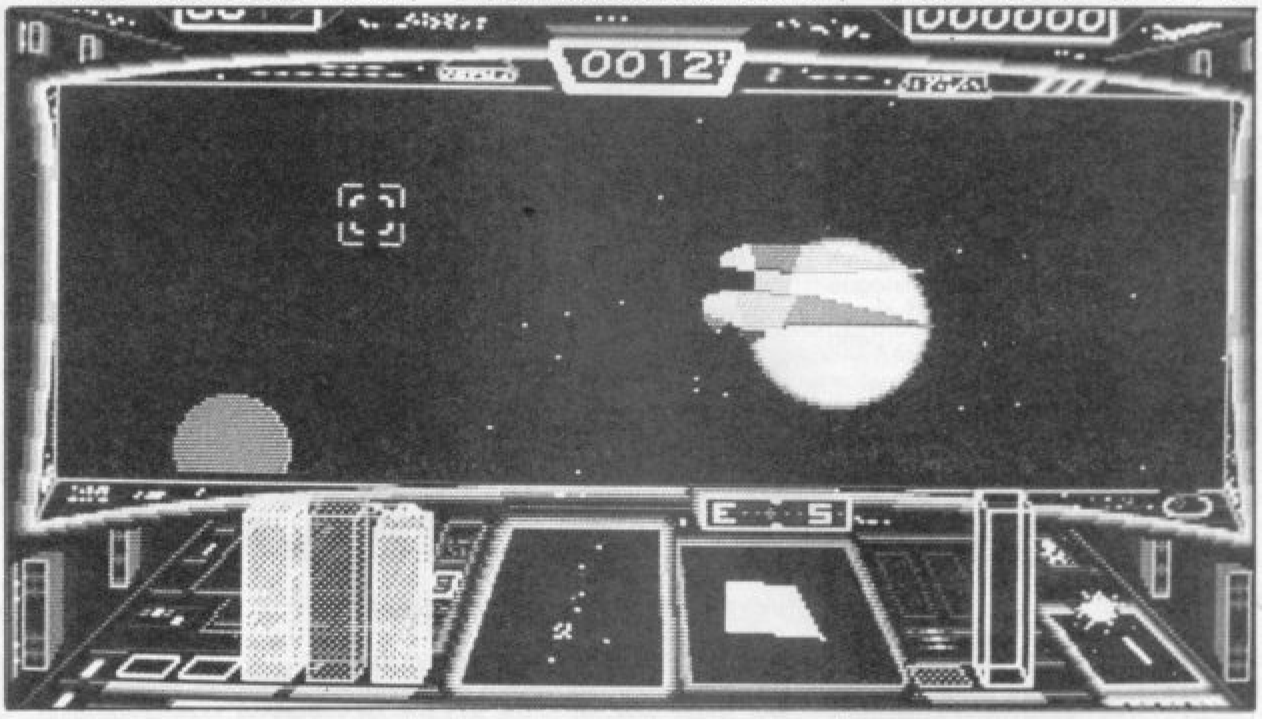
To get an energy cube launcher, put the tractor beam on the Emma 2 as normal but wait for a radio message saying that Halsen has given you the launcher. You can then beam the car containing the professor aboard, beam the prof aboard too quickly and he won't give you the launcher. The cubes launched by said device are pretty devastating, often destroying ships with one shot and causing (to quote the novella) 'a spacecraft to disappear up its own thrusters' - nasty!

The general rule of thumb is to get Halsen first before a projector base is built on the Millway orbiting planets. If you do this you not only get the hardest task over with but also have a spanking brand new mega-weapon on board.

The quickest way of collecting most of the other items is to fly up into space and wait for space pirates to attack.If you can't find any, do a series of short StarDrive jumps towards Millway, you won't have to go far, they'll quickly find you. Destroyed pirate ships invariably leave behind a cargo to beam aboard although they are limited to the first four types of bomb part. You may have to hang around in space for quite a while to get the object you want.

Although it is possible to go down to planets and exchange items for the bomb parts, it's much easier to blow away pirate ships. Likewise with asteroids, just hang around in space and a mass of rock will eventually float past. As detailed in the manual the best place to position the Icarus to find asteroids is mid-way between Millway and Apogee.

If you're running low on fuel, energy or shields, either capture an asteroid in a tractor beam or head for Apogee or one of its moons. The former option is recommended as energy is replenished very rapidly. If you're near Apogee, head for its second moon, Castron, where you'll always come across energy lines as soon as you hit the atmosphere. An alternative (and highly uneconomical) way of replenishing energy is to go to the Millway moon Wackfunk. There a tunnel depot will gladly take goods off your hands in exchange for a limited amount of energy.



Not all objects are to be found floating in space. The Mini-Rocket can be found upright on Castron and Vista. Similarly a cluster of nodules can be found on Enos, the planet nearest the Solice sun. The flat diamond is obtained by exchanging a mechanical whale at a depot deep underground Questa.

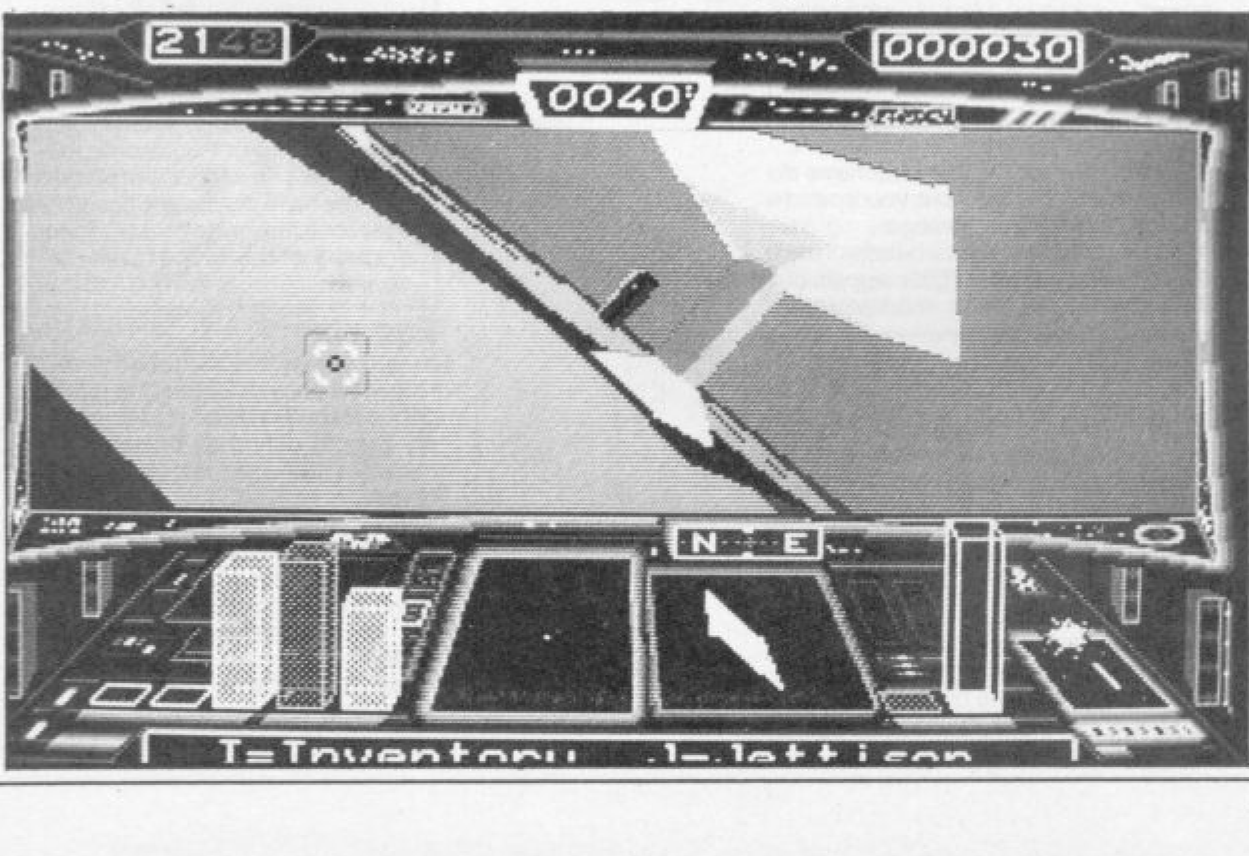
From time to time, the Apogee depot supervisor will ask for a pilot's couch as one of the bomb 'ingredients' - the only item similar to this is the Icarus's couch, shown in all its glory when your fine craft is destroyed. According to Telecomsoft there is a couch out there somewhere on a certain planet but they couldn't say where - if you spot it write in and tell us where it is.

If you occasionally get the odd message regarding Egron workers and pay negotiations then luck may be on your side. The pseudo-random appearance of this message has the beneficial effect of slowing down the work being done on the projector bases. The same kind of effect can be recreated by shooting down space tugs found in the atmosphere of the moons of Millway, thus temporarily depriving the workers of resources.

In the end though, you're always fighting a losing battle, time is the biggest enemy in this game. On your first few attempts, spend time mapping out the tunnels, positions of objects and life-preserving energy lines. Once this is done, work out a plan to visit the inner planets for objects before finally tackling the outer worlds.

Don't waste time and save your position constantly.

The two underground depots in Castron hold four bouncing bombs each. Collect a set of four immediately but don't use them until all eight projectors are nearing completion. Then drop a bomb on each one to take them back to square one, this should give you enough time to get the last components for the Neutron Bomb and fly over to Q-Beta and the space station.



The station is protected by a ring of circling Mini-Sentinels serving as guardians and neutralisers of any attack. Use homing missiles against the Sentinels before tackling the station. The best method is to collect the homing missiles at the start of the game (from any depot inside any moon around Millway) and immediately destroy the sentinels before setting off to make the Neutron Bomb. By doing this, the way is made clear to destroy the space station without meeting resistance.

For all its humour and entertainment, the novella is rather misleading. If you've been reading it for hints and tips on playing the game, you may be a little confused. The novella seems to have been written before the game was finished. In the book, replenishing energy is accomplished by flying in between towers, in the game, you fly along them. Similarly the Broadway tunnel system is much more exciting to read about than it is to fly down. The novella author, James Follet, seems to have got away with a dash of poetic licence.

That's all for this month's games-orientated Information Desk. Send in your maps, tips, hints and solutions to us, and who knows, your choice of software worth £40 could be winging its way to you as a thank you! The address is INFORMATION DESK, THE GAMES MACHINE, *PO box 10, Ludlow, Shropshire, SY8 1DB.*

Don't Miss TGM013, it's positively awash with tips!

Is that a graphic equalizer in your pocket or are you just pleased to see me?

After exhausting research, temporary deafness, athlete's foot and a large suitcase full of batteries, Mel 'Slouchman' Croucher brings the de(a)finitive report on personal stereos.

But first, listeners, a Croucher health warning.

Dangerous fact number one: According to the *British Journal Of Audiology*, one personal-stereo-user in 20 will suffer permanent ear damage leading to hearing loss. That means 5% of music-luggers are self-torturers who'll be swapping their Walkmen for deaf aids in later life!

If *you're* the sort of bimbo who plays a personal stereo at full volume for only half an hour a day you are at risk – and in the case of Kylie Minogue fans, I reckon 30 seconds self-abuse should suffice. You have been warned.

Dangerous fact number two: According to the Ministry Of Transport, ramming headphones in your lugholes and cutting yourself off from the sounds of reality significantly increases the risk of accident.

Whether you are crossing the road, riding your bike, driving a car or flying a jumbo jet, personal stereos are a bad idea, because they stop you hearing other traffic and give you a false sense of isolation from lumps of fast-moving automated metal.

According to official figures, more than 70 fatal accidents in Britain have been caused by personal stereos. The victims did not realise there was danger because they were plugged into their mobile sound systems. You have been warned.

"200 personal stereos are sold for every one micro"

Dangerous fact number three: If you insist on plugging into your Walkman on the bus, train or tube, and emitting one of the most irritating noises since fingernails were first scraped down blackboards, you are in great danger. Because if you are sitting next to me, you run the risk of having your personal stereo force-fed to you via your anal sphincter. You have been warned.

Dangerous fact number four: Personal stereos cost anything from £200 to less than a tenner. But you don't necessarily get what you pay for, and many of these noisy little beasts are a total rip-off. You are about to be warned. Now, please . . .

WALK THIS WAY

The personal stereo is the most successful new consumer gismo of the decade. Computers may be sexier, ghetto blasters more macho, and whistling a lost art – but 200 personal stereos are sold for every one micro. And though computers continue to remain cheap, the price ticket on certain pocketsful of music is rising alarmingly.

In this survey I've ignored portable CD players, because it would be like comparing champagne with dishwater, but I have been listening to pocket cassette players with and without radio receivers.

All the models mentioned take standard-sized audio cassettes, running at normal speed. I'd like to thank the very patient (not to mention totally gullible) assistants in my local branches of Boots, Dixons, Comet, Tandy, Currys and Virgin, as well as the dealers in Charlotte Street Market and Portsmouth Hi-Fi. Sorry I didn't buy anything, but after listening to (and jogging with) over 50 different machines, I'll have to wait until I've read the TGM survey before I can make up my mind.

Little and large

I am often told that size isn't everything. *(And goodness knows you need reassuring, Mel. - Ed)* But the whole point of personal stereos is supposed to be 'the best possible sound crammed into the smallest possible container'.

So first prize must go to the **Sanyo JJ-P4** (£100), which weighs in at less than six ounces and is actually *smaller* than a standard cassette case! The only other model that comes close to this sort of slim trim gimmickry is the **Philips D6668** (£30).

The second major factor should be whether or not the damn thing actually performs while you're on the move, and unfortunately the expensive ultraslim Sanyo was pretty naff during violent movements, such as leaping over dog wastes.

By far the best performer on the move was the old faithful Walkman, the **Sony WM-36** (£30). It kept on playing just fine during skipping, communal bouncing and sundry activities over which I shall draw a veil. *(Well, it won't have to be a very BIG veil, will it? - Ed)*

Another machine that passed every violent road test was the cheapo **Boots PSR-30-GE** (£25), and seeing that you get an FM radio thrown in for this price, I recommend it for compulsive joggers.

Hidden costs

Like any piece of kit, the personal stereo has hidden costs. It's not just the purchase price that affects your pocket, but also the cost of feeding its hungry little motors and circuits with power.

Outright winner in this section is the **Philips D6668**. In fact there was no contest, because it's the only model I found with a built-in rechargeable battery as standard.

The Sanyo JJ-P4 can also have a rechargeable battery, but you spend an extra £70 for the privilege.

Back on the test bench, the **Panasonic RQ-JA63** (£30) sipped at its batteries the most modestly, at about 4p for an hour's worth of sound.

But its brother, the **Panasonic RX-SA78**, gobbled up about 9p worth of battery per hour. (It's no longer on the manufacturer's product list.) Average running costs seem to be between these two extremes.

Most machines operated well right up to the last drop of juice, except for the **Philips D6616** (£20), which wound down slowly until it made Michael Jackson sound like Sir Geoffrey Howe.

And avoid the **Toshiba KT-4027** (£35) – it gets homicidal when you feed it fresh batteries and is likely to chew up your tapes and turn them into delicate spaghetti.

"More than 70 fatal accidents have been caused by personal stereos"

No FM, no problem

DON'T listen to the sales pitches. A personal stereo with FM radio band may sound great, but it's very dubious if you're really going to use your machine on the hoof. Perfect reception is almost impossible when you're continually changing location and direction, and it's best to switch to mono reception. This is because the FM radio aerial and the headphone cable are one and the same thing.

Chrome on the range

IF YOU use chrome tapes on your normal system, there are only three personal stereos to go for. Buy the **Aiwa HS-G35 Mark II**, **Sony WM-36** or **Panasonic RQ-JA63**. They're all priced at 30 quid, all three have chrome options, and everyone here who's heard them agrees that the sound quality is superb.

Ear ear

Sound quality is a matter of taste. So I played a copy of Gabriel Fauré's nice gentle *Requiem* on all models, and got my pals to play their favourite commercial crud, and then we compared notes.

First off, the **Sanyo MGR-75** (£30) managed to annoy everyone who was *not* listening to it. The most excruciatingly tooth-grinding scratches leak out of the terribly-designed headphones.

But it was even more annoying when you put the bloody things on your *own* ears – the sound was excel-

lent, both from tape and from the onboard FM radio.

We couldn't find any machines under £20 which didn't sound like the shower scene in *Psycho*, so please don't be tempted by any of the following: those Dixons's own Saisho models for £10 or £15 with code numbers **PS-8** or **PS-16**; Boots's own **PS-22**; WH Smith s own **PSRC-832**; Currys's own **Matsui 6110**.

They're all available at giveaway prices, but I wouldn't damage my ears with them. And the **Sharp JC-516** (£40) has the honour of providing the worst sound in both cassette and built-in radio departments. Even the dog hid under the table, begging for less.

On the other hand, or rather in the other ear, the cheap and cheerful **Aiwa HS-G35 Mark II** (£30) has one of the best sounds going, as does the Sony WM-36.

We think that the very best sound of all is currently being proved by the **Toshiba KT-4047** (£60) – it's not cheap, but both tape and radio signals are excellent.

For those with more money than sense, the **Sony WM-F107** (£170) is undoubtedly the best machine available, and we hope you get mugged for being so flash.

And one final word or warning for anyone without ears shaped like a bee's bum: the headphones supplied with the **Sony WM-F59** (£90) are almost impossible to describe, let alone wear.

"For sound quality, £100 is little better than £30"

Knobs

Always go for a machine that has an autostop facility. This will save battery life, stretched tape and knackering of the drive motor. Similarly, avoid any machine that does not feature a rewind – such as the **JVC CX-2K**, which with a price tag of £50 has got to be some kind of a bad joke.

Dolby-B noise reduction has begun to appear on quite modestly-priced models, and it makes one hell of a difference to tape hiss.

I would like to say that the inclusion of graphic equalisers on practically every new machine on the market is also an advantage, but the controls are normally so minuscule that frequency tuning on the move is extremely difficult. If you're like me, and you demand the optimum frequency setting according to whatever track is being played, you'll be stopping and starting like a Skoda in a rainstorm.

"Even the dog hid under the table, begging for less"

Any complaints?

Several, as it happens. If you suffer from frustration, I advise you to avoid rewinding tapes because it takes a *long, long time*, anything from three minutes upwards for a 60-minute cassette.

This means that if you come across a machine that doesn't have a lock button for fast-forward or rewind, you can kiss your forefinger goodbye.

Another frustration is that all the over-ear type headphones sound better than the in-ear types, but they fall off on the move.

On several headsets the weeny jack plug sheared off, and as most of them are moulded to the cable ends, a Stanley knife and soldering iron will be needed sooner or later. Try to keep the headphones permanently connected, because the socket will work loose with continual connection/disconnection, and it's a bitch to open up the machine and get the Blu-Tac and Superglue in place.

Playback heads are extremely difficult to clean in most models, simply because there's so little space to manoeuvre inside a personal stereo.

Most major chains will offer a guarantee, but on the cheapo models make sure you're covered for a decent period of time because they all quoted us a *minimum* repair charge of £20. And £20 is plainly nonsense for a machine that may have cost that sum in the first place!

Finally, don't expect to record anything on a personal stereo – there is not one model we surveyed with a recording facility.

BEST BUYS

CHEAP CHEAP CHEAP

■ **Philips D6668** With autostop and a crummy graphic equaliser, but what do you expect for 20 quid?

£20-£30

■ **Sony WM-36** The Walkman. No radio, but a superb cassette player with chrome option, four-band equaliser, Dolby-B and a belt clip that actually works. With the Walkman's track record you'd expect optional mains adaptor, car battery cord and stereo speakers. And you'd get them (for a price).

■ **Aiwa HS-G325 Mark II** All the features of the Walkman, plus autoreverse for continual play. But there's no autostop facility, which spoils it.

■ **Panasonic RQ-JA63** Good sound, overdesigned casing, but we're not elitist.

£30-£50

■ **JVC CX-2K** We wouldn't recommend this more highly than the £30 models except for one feature. It's got a cue-review facility, for anyone who needs to find exact sections of tracks or spoken notes. Otherwise, it's a match for all the above, but no great improvement.

£50-£60

■ **Toshiba KT-4047** No contest – every conceivable onboard facility plus FM and AM radio receiver.

WHEN MONEY IS NO OBJECT

■ **Sanyo JJ-P4** Listen, there are quite a few personal stereos hovering around the £100 mark, but we honestly believe that in sound quality they're little better than £30 models.

Okay, the sound is marginally cleaner, the machine looks nice and sleek and you get a neat little posing pouch with this one, but shouldn't you be donating your money to charity or something? If you really want to spend a ton on a personal stereo, wait until next month.

A little mole tells us that the JJ-P4 is about to be superseded by the JJ-P5. It will only be a cosmetic change, not affecting the audio quality much, but it means you should be able to pick up the JJ-P4 at substantial discounts.

■ **Sony Walkman F107** Alright, throw your £170 away, see if we care. And if you're the sort of person with a laptop and a cellphone, wait till next month. There'll be a special feature just for you: The Revenge Of The Electronic Yuppie!

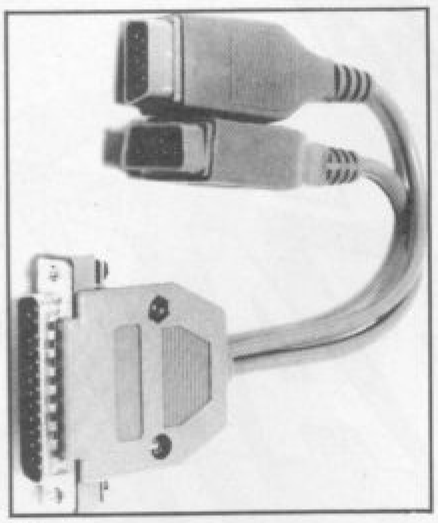
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Your at-a-glance guide to the ones we glanced at

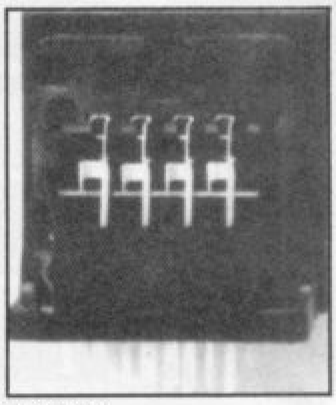
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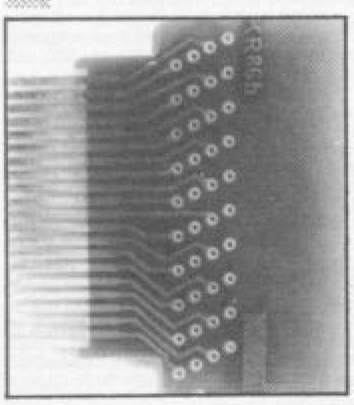
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Atari 800XL, 1050 D/D, 1029 printer, XC11 cassette deck, software and books. Just bought ST and would like printer and lead for ST. Swap or sell for £300. Barry on Basingstoke 474428 after 6pm.

Atari ST software, Crystal Castles, Road Runner, Gauntlet, Super Sprint, Solomon's Key, Arkanoid, Marble Madness, Ikari Warriors, International Karate, Karate Kid II, Star Trek. The lot £60.00, will not split. Tel: Huddersfield (0484) 531496.

Amstrad CPC 6128, one year old and complete with cassette deck, joystick and over £250 pounds worth of software like Renegade, Match Day 2 and Gryzor. Total cost £800, sell for £400. Tel: (0992) 466803.

C64 games for sale, on disk and tape, all original and in good condition. Send SAE for a list to Mark, 30 Claverdale Rd, Tuise Hill, London SW2 2DP.

Spectrum +2, joystick with Sinclair, Kempston and programmable interfaces, 'C' compiler, assembler and games collection £100 ono. Ring Pat (021) 3284379 after 6, or write to Pat Byrne, 7 Broomfield Road, Erdington, Birmingham. Also Spectrum books.

CBM 64C (latest version), C2N cassette recorder, £200. Software plus demos including Blazzing Paddles, Art Program with light pen, leads, joystick. Only £200 ono. All nearly new, boxed. Phone Wayne (061) 873 7957 between 10am-5pm Mon-Fri.

Sega System for sale. Pack includes After Burner, Out Run, Quartet, Trans Bot, Hang On. The lot for £90 plus Quick Shot XV and Konix Speed King joysticks. Phone Earl 01 691 4852.

C64 with two C2N cassette players, Euromax joystick, hundreds of games old and new. Will sell for £150 ono plus stacks of mags. Phone Ross, Stoke on Trent 0782 393433 after 6pm week days.

CBM 128, tape deck, 1570 disk drive, expert utility cartridge, many disk and cassette games, 3 books. All in excellent condition. Selling the lot for £360 includes disk box. Call 01 445 5056 after 7.30pm only.

C64 for sale, two joysticks, C2N, 100+ games incl. Bubble Bobble, Green Beret etc. £150 ono, or swap for 'Deluxe Nintendo' with games. Phone 01 530 2710 after 5pm and ask for Martin Thompson.

Atari 520 STFM, 8 months old, £400 original software, joystick, dust cover, mouse mat, still under guarantee for another four years, mint condition and everything boxed as new. £400. Tel: 0248 853537.

Sega Master System £40 ono. Raleigh Styler BMX £40 ono. Tamiya remote control car 'Clod Buster' and remote control gear £160 ono. Habitat High Rise Bed in excellent condition £60 ono. Tel. Burton (0283) 812968.

Amiga A500plus 1MB memory plus B/B Clock, s/w (inc. IBM Emulator plus P.D. disks), extra modulator, disk box, dust cover, 3 joysticks, books, mags, boxed as new. Only £400. Phone Ken (0993) 841182 after 6pm please!

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BBC Model 'B', look dual disk drives, joystick, speech synthesiser chip, blank disks, Acorn D.F.S., books, over £600 of software. Worth £1440, sell for £500 ono. Phone Dominic (061) 483 6207. Bargain of the year!

Amstrad CPC464 with 6128 ROM, modulator, disk drive, 64K expansion, Multiface 2, mouse, joystick, accessories. £450 of games, blank disks, AA mags, retail £1000. Just £350. Tel: (03596) 561 ext. 2761 (Mrs. Gough).

Commodore 64, Excelerator disk drive, disks, Expert cartridge, 2 joysticks, datacassette, Music Maker, loads of mags, £700 worth of software, worth £1200, perfect condition, sell for £350. Phone (0562) 884557, ask for John.

Atari ST under guarantee, 30ish new games like Street Fighter, Space Racer, Army Moves, inc. mouse, joystick, disk box, blank disks, all books and manuals. All this for just £400 ono. Ring (0484) 843764.

Spectrum Plus, Ram Turbo, I/face, carts. Also over £600 of original software - Gunship, Artist 2, Starglider, Elite, Driller, Mercenary etc. Also £100 mags and books: £120 plus P+P. Will split. Phone Lewis on 0475 568126.

CBM64, 1541 D/D, data cassette (2), Expert, Killer, Smartcart, cartridges, joysticks (2), 66 original games plus more. £300 ono (0742) 364702 Sheffield after 6pm.

Sega boxed as new, includes two joysticks, Hang On, Rocky and Out Run, £85. Also Spectrum games including Cobra, Dandy, Heartland, Match Day, Head Over Heels, £17. Kempston Joystick £5. Phone 0952 813937 after 6pm.

CBM 64, 1541 drive, C2N datasette, Freeze Machine Cartridge, joystick, many magazines and over £1000 worth of disk games including Platoon, Defender of the Crown, etc. £290 ono. Tel: Upminster (04022) 27697 after 6pm.

Sega System, 2 control sticks, 13 games, all worth £400 will sell for £220 ono. Wanted Atari ST Modem, Amstrad CPC 464, 664, 6128 disc games for Sale. All originals. Phone Mark on (065883) 393.

Spectrum 128 for sale. Good condition with datacorder and more than 70 games. Selling for £175. Phone 01 801 0889 in the evening and ask for Ayo.

Sega System for sale. 34 games, light phaser, 3-d glasses and three joysticks, worth £735, selling £400, boxed and in good condition. Phone 01 801 0889 and ask for Ayo. Phone in the evening.

SWAPLINE

Amiga owner will swap: Defender of the Crown, Goldrunner, World Tour Golf, Side-Winder, Impact, Joe Blade, Kickstart II for a Commodore 64 and cassette (no software required, will also add money if necessary) Tel: Angelo (0923) 36571.

Atari ST games to swap, would like Pen Pal, everyone welcome. Please contact Steve Shah at 5 Red Hill Grove, Hawkesley, Birmingham B38 9RZ, or Tel: 021-459 7768 any time after 6pm.

Sega and Ninetendo owners. Swap your old cartridges for the games you've wanted but couldn't afford. Send SAE for fast response and details to Mark Bell, 17 Rocklands Drive, Sutton Coldfield, West Midlands B75 6SP.

Sega games to swap: After Burner, Zillion 2 and Wonder Boy. Want Rocky, Pro Wrestling, and Great Golf. Will split. Phone (0296) 82011 ask for James.

Italian Amiga freak seeks contacts all over the world to swap any new stuff. For 100% reply write to: Marco Puglisi, Via Addolorata 82, 98057 Milazzo (ME), Italy.

Spectrum games to exchange permanently. I have Thundercats, Virus, Overlander and many more. Send your games list and sae to: Hitul Thobhani, 79 Ashleigh Road, Leicester LE3 0FD.

PEN PALS

CBM 64 owner with disk drive wants penpals from all over the world to exhange hints, demos etc. All letters answered. Write to: Mark Gallagher, 116 Broomhill Drive, Glasgow G11 7AS, Scotland.

Amiga owner wants pen pals to swap games, tips etc. Write to Andy Burke, 6 Norbury Ave, Irlam 'O' The Heights. Salford 6, M6 7EG

Atari ST contacts wanted. We have over 150 games plus other things. Get writing to K.C.C., Steve Wickenden, 13 Elizabeth Carter Ave, Deal, Kent CT14 9NS, or phone (0304) 365024 now! Do it or regret it.

FANZINES

The Games Academy! Spectacular new fanzine for C64 and ST! October/November issue packed with latest reviews, news, interviews! Software houses approve! Only 80p! Send to Mark Stevens, 29 Gibbs Field, Bishops Stortford, Herts. CM23 4EY.

Eprom: Spectrum Zine issue 4/5, Hewson interviews, reviews, Tech Tips features plus more. Double edition 60+ pages only £1.00 inc. P+P. Professionally produced – acclaimed by all: Eprom, 328 The Maltings, Penwortham, Preston, Lancs. PR1 9FD.

New PBM 'Zine', includes reviews, hints etc., and free start-up in our two PBM's. Send 50p for issue one (out now) or 75p for issue two (October). Julie, 166 Pennsylvania Road, Exeter, Devon EX4 6DX.

The future – wartorn, violent, sometimes incredible – the scene for PLANETWAR. Control squads of trained troops fighting for the conquest of faraway planets, fighting human and alien foes, fighting for their lives. PLANET-WAR is a new computer-moderated postal game, running at Basic and Advanced levels. The Basic startup is £1.50 (turns 40p), the Advanced £2.50 (turns 60p). Contact FD Games, 42 Rolston Road, Hornsea, North Humberside HU18 1UH.

The Spectrum Programmer. It's here at last and it's here to stay. £1 for machine code programs and more, all on tape. Send to 30 Church Street, Elsecar, Barnsley, S. Yorks. S74 8HZ.

MISCELLANEOUS

Atari St Public Domain software. Many titles including music, graphics and games all at reasonable prices. For list send a large SAE to: Alistair Craig, 63 Wintringham Way, Purley on Thames, Reading, Berkshire RG8 8BH.

Free membership to an amazing new Spectrum Club. Don't miss your chance to join this popular club. Send large SAE to S.H.C. (GM), 8 Brookside Close, Godley, Hyde, Cheshire SK14 2QQ.

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HEEE'S HIP - HE'S FLIP - HE'S IN THIS STRIP-- HEEEE'S NIK WILD...
SO, WHAT'S IT GONNA BE... FAVOURITE FREYS? PORTRAITS OF OUR JOLLY STAFF MEMBERS?
HM... THAT'S NOTHING LIKE NIK WILD...
UNK
HI BOYS... SORRY I'M LATE.
PHOTOGRAPH STUDIO
HONK
WELL, I DON'T REMEMBER AGREEING TO ANY 1989 NEWSFIELD CALENDAR
NO. ACTUALLY, WE'VE GOT...
DON'T WORRY, MERCY...
NOW IF EVANS WILL WAVE HIS MAGIC PEN AND DRAW ME BEAUTIFUL WE'LL....EEEK!!
AW! YOU TRYING TO BLIND ME? I'M NOT A STURDY GIRL JUST NOW!
SURE YOU DO-- AFTER THE LAST TEQUILA-- JUST BEFORE THE RUBBER SUIT AND HOT CHOCOLATE BATH!
HEY, IF THIS IS GONNA BE SOME SEXIST GLAM CALENDAR FERGET IT! YOU NEVER SEE MEN TAKING IT OFF FOR GIRLS!!
THIS IS BEING IN A COMIC STRIP?! I HATE IT!!
NO, I'M SICK OF THESE ALIENATION TECHNIQUE COP-OUTS! BUNG HER IN A COLD SHOWER...I'LL CALL IN THE EXPERTS!
MERCY!! WHAT, WERE YOU RUN OVER?
OBIDOBE
CLIK
HA! A GENUINE MERCY HANGOVER FOR THE ALBUM!
YOU LOOK GREAT, MERCY!
YEAH, WE'RE PROUDAYA, KIDDO!
SHUT UP. MY HEAD HURTS. MY FEET HURT. EVERYTHING IN BETWEEN HURTS. MY ZITS ACHE. MY BUM ITCHES.
THIS IS THE WAY WE BEAT TH'MEAT BEAT TH'MEAT, BEAT TH'MEAT
KEEP STILL, MERCY, OR I'LL SMUDGE IT ALL.
SLAPPA SMACKA WACKA PATTA SLAPPA SMACKA WACKA PATTA SLAPPA SMACKA
TCH
EEEEK!!
HALLO! I'M PAMELA PUMMELLER, MASSAGE ARTISTE & PART TIME SPANISH INQUISITOR!
HOT COLD ICY EEEK
PORTA-AUTO-SHOWER LTD
UGHA UGHA UGHA UGHA
I FEEL LIKE A COWTAT, AND I CAN'T NOOVE NY FACE! GET NE A GRINK! GET NE A GIGGERETTE!
JEEZ!
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Starray	N/A	N/A	N/A	N/A	N/A	N/A	N/A	16.95
Stealth Fighter	6.95	N/A	10.50	12.99	10.50	12.99	16.95	N/A
Street Fighter	7.50	N/A	8.50	12.50	8.50	12.50	16.50	21.50
Stir Crazy (BOBO)	N/A	N/A	N/A	N/A	N/A	N/A	13.95	13.95
Strike Force Harrier	3.99	N/A	6.95	10.50	6.95	10.50	10.50	10.50
Summer Olympiad	4.99	N/A	4.99	10.50	4.99	10.50	9.99	9.99
Super Hang On	6.99	N/A	6.99	10.50	6.99	10.50	13.99	N/A
Supersprint	3.99	N/A	3.99	N/A	3.99	N/A	10.50	N/A
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T-SHIRTS!!	Space Harrier Elite's best now on your vest!!
T-SHIRTS!!	The original classics hacker or Adventurer or Zapper!!!
T-SHIRTS!!	US Gold your favourite software house!!

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Trivial Pursuit	6.99	N/A	6.99	12.95	6.99	12.95	9.99	N/A
Typhoon	5.50	N/A	6.50	9.99	6.50	10.50	N/A	N/A
Vampires Empire	6.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50
Vindicator	4.99	9.99	5.99	9.99	5.99	10.50	N/A	N/A
Virus	5.50	N/A	6.50	10.50	6.50	10.50	12.95	12.95
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THE WORLD OF NINTENDO

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■ The system

THE SYSTEM

THE Nintendo Entertainment System (NES) comes in assorted flavours. The **Action Set** gives you the Control Deck, Zapper Light Gun, two hand-held controllers, and a cartridge containing two favourites: *Duck Hunt* and *Super Mario Bros.*

The latest addition is the *Power Set*, which has all the hardware above, plus a triple pack of software: *Duck Hunt*, *Super Mario Bros*, and the new *World Class Track Meet*.

But that's not all! You also get the new **Power Pad**, which translates foot power into onscreen action.

Of course you can just get the **Control Deck** alone, and add the other components when you wish. With the Control Deck you'll also receive two controllers and the official *Nintendo Player's Guide* (filled with over 140 pages of tips, tricks, and special 'how to play' information on more than 80 NES games).

Control Deck

The Control Deck is the microprocessing wonder that makes those game cartridges come alive. A specially-built CPU (central processing unit) computer chip can display screen images of three-dimensional arcade quality, with up to 52 colours.

Meanwhile your ears are blasted by a full range of realistic sound effects and music. And there's a special slot in the bottom just waiting for future peripherals.

The Control Deck is simple to use. There are video/audio outputs as well as an RF (radio-frequency) port for a TV.

To load a game you lift the Deck's lid, insert a cartridge in the slot and push down. Power shouldn't be turned on until after the cartridge is in, but the system has a fail-safe that prevents a mistake from resulting in ruin.

Two Controllers are plugged into the front of the Deck. Each has dual firing buttons, a SELECT AND START switch, and a four-direction rocker pad for movement.

BUNDLED GAMES

Zelda II – The Adventure Of Link *Help Link save the Princess in this all-new role-playing sequel (Zelda I sold over two million carts). But beware of the many traps and mysteries abounding in the Overworlds, Underworlds, and maze-filled landscapes.*

Super Mario Bros II *You can't keep a good team down. Join Mario and Luigi in a series of adventures that pick up where the first game left off. Can you keep awake in the Land Of Dreams?*

Dance Aerobics *The first of three games that use the Power Pad. Dance Aerobics helps you develop other muscles besides your wrist. 64 separate routines and 12 levels of aerobic conditioning should do the trick.*

Super Team Games *Enter an Olympic competition – with up to 18 players participating on the Power Pad! Team up for a six-legged race, or go head-to-head – er, make that feet-to-feet – in a log-rolling contest.*

World Class Track Meet *Realistic track-and-field events rely upon your speed and coordination with the Power Pad. Better start limbering up!*

■ The peripherals

THE PERIPHERALS

GAMES aren't the only thing the NES has going for it. There's a fat list of accessories that will enhance gameplay – and increase your chances of success.

Nintendo start things off with their **NES Advantage** joystick. A nice heavy base keeps the action on the screen where it belongs, and two players can use it together. Clutch the bulb-like top of the joystick and put NES through its paces. Two turbo adjusters let players employ a rapid-fire option, and a slow-motion setting decreases the game speed to give you a bit of a breather.

Next there's **NES MAX**. Shaped like a horseshoe (but mightier than any equine), MAX possesses a set of turbo buttons for rapid repeat-firing action.

A 360° rotating thumb-control joypad ensures quick movements. There are SELECT and START buttons, of course.

Super Controller

We've not mentioned the standard Nintendo controller that comes with the Control Deck. Frankly, that's because it's not so great. So why not spice it up by adding Bandai's **Super Controller**?

This drops on top, and wraps around the controller – replacing the directional rocker pad with a true joystick. Speed and accuracy are increased, and there's a choice of an elongated or standard-shaped joystick.

Each package contains two – so the other player isn't left out.

But Bandai doesn't stop there – there's also the **Mega Programmable Controller**. This is the big one, with special features that will turn other players' fingers green with envy.

Besides the expected directional rocker pad, START and SELECT buttons, there's an LCD (liquid crystal display) screen that records your top score. Multiple modes include rapid fire, a slow mode for getting the hang of that tough screen, and a timer for competitive face-offs against other players.

You can also program into memory the secret passwords you discover in games. Don't worry – a Padlock feature keeps unauthorised hands from accessing the unit.

Four AAA batteries make sure that the electronics will answer your call.

Zoomer

A joystick, no matter how nifty, can't duplicate the feeling of crash-diving in a futuristic submarine, or banking your supersonic jet through the clouds.

For this, rely on the Zoomer. It's less of a joystick, and more a steering wheel.

The Zoomer looks sort of like a wishbone, with the two upraised parts each terminating in thumb-controlled firing buttons. Now you have two handles to hold onto, and not only can you turn left and right – you can also pull back and push forward on the unit. It's a nifty feature.

There are two settings for autofire, and a slow-motion feature. The Zoomer will also accomodate two players.

Freedom Stick

Then there are those who just can't stand that cord coming between them and the Control Deck. The mass of wires always gets in the way. And of course there's the problem of that 'occasional' rough tug that pulls the plug right out . . .

Stop gritting your teeth, because Camerica's **Freedom Stick** has arrived. It employs an infrared beam that sends a signal to a control box, which plugs into the standard joystick ports on the Control Deck.

Be up to 20 feet away, and still blast those aliens to bits!

Innovative design enables the Freedom Stick to be aimed almost anywhere within its range and still make contact with the receiver. One-player and two-player games are possible, including two-player simultaneous games (of course, simultaneous play requires two Freedom Sticks).

Other features include an eight-direction precision arcade joystick with top ball; automatic, rapid or manual fire; and suction cups that will stop the unit taking off before you do!

Four AA batteries service the system – but I've saved the best for last. Freedom Stick's receiver has a universal adaptor. It doesn't just work with Nintendo, but also with the Atari 2600 and 7800 games machines, Sega's game console, Atari computers (XE/ST), and Commodore's (C64/128/Amiga). Something else, huh?

■ The games

Power Pad

But who thinks that the only way to control a game is with wrist control? Check out Nintendo's new **Power Pad**. This interactive mat is placed on the ground in front of the screen, and then plugged into the Control Deck.

Brightly coloured circles react to your feet as you step on them. This is translated into onscreen action.

The Power Pad works only with games designed for it, such as Nintendo's *Dance Aerobics, Super Team Games* and *World Class Track Meet*.

LJN also want you to think with your feet. Their new **Roll & Rocker** is like a disk-shaped skateboard without the wheels. It enables you to control the direction of your onscreen characters and vehicles by tilting in the direction you want to go. Just be careful that you don't fall off!

And who can ignore the **Zapper**, the light gun with the most? The Zapper's built-in light sensors register when you aim it at the screen. Games requiring accuracy and precision benefit from an eagle eye, and being a shooter become all the more real.

THE GAMES

from ACCLAIM ENTERTAINMENT

Airwolf *Become Stringfellow Hawke – ace fighter pilot. Command Airwolf – the top-secret Mach I supersonic helicopter. Use state-of-the-art cockpit controls to rescue the American 'advisers' being held hostage, while running a gauntlet of enemy fire.*

Empire City *The streets in 1931 are filled with hoodlums. As the ultimate G-man, you're sent to get rid of them (guess how?). No Zapper gun is required for this one. A special password feature lets you resume a game where you left off.*

Rambo: Freedom Is Everything *When your body's a weapon, you don't need much else. There are POWs to save. Parachute into the enemy's territory, make your way through the jungle, and fight the way you know best.*

3-D Worldrunner *Play normal. Or hit a button, don the red/green glasses (included) and go for a 3-D effect. Keep your space cowboy from falling into pits and the mouths of alien beasties.*

Wrestlemania *Meet the 'wrasslers' in the ring. Join Hulk Hogan, Randy 'Macho Man' Savage, André The Giant and others in this sophisticated sport of skill and surprises (like dropping someone on his head).*

Wizards And Warriors *Kuros is the knight warrior chosen to recover the hidden key stolen by the Supreme Wizard Malkil. Will the Brightsword*

PRESS ANY KEY

protect him as he makes his way through the land of Elron?

Also available *Star Voyager, Tiger-Heli, and Winter Games*

from ACTIVISION

Ghostbusters *Who you gonna call? Plus new surprises.*

Predator *Take on all comers, er – make that aliens. Keep running so they can't catch you, and zap 'em good.*

Super Pitfall *Pitfall Harry returns in a new adventure. Help him jump and climb through screen after screen of danger.*

from BANDAI AMERICA

Galaga *These aliens don't know when to quit. So teach them a lesson they'll remember as you take on wave after wave.*

Dragon Power *Pursue the crystals of the evil Dragon. Defeat your many foes. Goku and Nora will accompany you. Can you become as one with Dragon Power?*

Dr Jekyll & Mr Hyde *Two minds possessing one body. What will happen next? (Presumably they'll look for a two-player version - Ed.)*

M.U.S.C.L.E. *And that's what you better have if you're to win the wrestling title in this two-player game. Clever moves will whomp your foes, but beware of the electrified ropes.*

Ninja Kid *Find the scroll and restore tranquility to the land. But along the way you'll fight enormous fires and evil demons.*

Xevious *One fighter plane. Many, many enemy bases and aircraft. Use laser-pulse weaponry to wipe out the enemy on the ground and in the air.*

from BRODERBUND SOFTWARE

The Battlefields Of Napoleon *Choose from eight of Napoleon's greatest campaigns. Guide a huge army through meticulous and dangerous manoeuvres. A secret password lets you continue a game later, so you can plan your next attack.*

The Guardian Legend *Deep within an alien world you go, battling the malignant life forms that threaten Earth. You are the Guardian. Become a legend.*

The Legacy Of The Wizard *The evil Dragon has returned. Only the wizard's descendants can stop him. Only you can guide them through this incredible adventure.*

Spelunker *Go for a quick (hah) spin around the inside of an old mine. Try to recover the treasures – but beware the traps, the rotting timbers, and the evil ghost.*

Also available *Deadly Towers, and Raid On Bungeling Bay*

from CAPCOM

Bionic Commando *A new breed of commando that can't be stopped! Take on the unyielding enemy as you make your way to their stronghold.*

Black Tiger *The deadly blue dragon is up to no good. Can you fight off the goblins and rescue the Wise Man?*

Commando *Shoot, kill. Destroy the evil army. Don't let up till you've freed those hostages.*

Ghosts 'N' Goblins *It's tough taking on the demons of the night. Just make sure your knight doesn't get so scared he jumps right out of his armour.*

Gun. Smoke. *Some no-good varmints have taken over your mining town. Join Billy Bob in fighting off these desperadoes.*

Legendary Wings *A giant supercomputer has taken over the world! Two young soldiers must brave countless dangers to reach the hidden fortress and eliminate this silicon evil.*

1942 *Super Ace plans to visit Tokyo, but he won't be treated as a welcome guest. You'll have to help him fight off the many enemy air attacks.*

1943 *Fight the crucial battle of Midway Island in World War II. Use your array of secret weapons to blast the enemy out of the sky.*

Street Fighter *How well will your martial arts skill do against the world's best? Find out.*

Titan Warrior *Mutant alien invaders are destroying the planet Vulgus. Attack in your Titan Spacecraft. Pursue and destroy.*

Trojan *The brutal king has many followers. But a master of the martial arts, with shield and sword in hand, can vanquish all.*

Willow *Evil attacks. Help Willow Ufgood and his allies save the child who can eliminate this threat.*

Also available *Mickey Mouse*

from CULTURE BRAIN USA

Flying Dragon I – The Secret Scroll *Recover the Secret Scroll by defeating the dreaded Tusk soldiers and their many kung-fu minions.*

Flying Dragon II – On Wings Of Dragon *You can't keep a good Tusk soldier down. Not only have they returned, but they've brought a bunch of friends from the Land Of The Dark to (heh-heh) meet you.*

The Magic Of Scheherazade *Being the reincarnation of the legendary Arabian magician, Isufa, could be lots of laughs – if that evil guru Sabbaran hadn't gone and stolen the Princess Scheherazade. Now you must use magic and strategy, and make your way through Arabia in search of her.*

Super Chinese Hero *Eight castles of danger for you and Lee. Plenty of things inside to take and use. Plenty of monsters too. Poor trapped Princess Min-Min . . .*

from DATA EAST

Cobra Command *There are 30 hostages waiting for your helicopter. Unfortunately, the enemy is waiting too. Underground sequences add to the excitement.*

Platoon *Sweat through the perils of Vietnam. Fight the enemy, avoid the booby traps, and get back to camp.*

Rampage *George The Ape and Lizzy The Lizard have lots of fun. And so will you, if your idea of fun is smashing buildings, eating people and destroying everything in your way. Just be careful to stay healthy – it's dangerous out there!*

RoboCop *He's lean, mean – and almost all machine. Help RoboCop save Detroit from hordes of bad guys. Enhanced memory adds many features – and action is all.*

Also available *Burgertime, Breakthrough, Karate Champ, Karnov, Kid Niki, Ring King, Side Pocket, and Tag Team Wrestling.*

from FCI

Dr Chaos *This haunted house is no fun – it's full of creeps! Can you survive the mazes, space warps and secret rooms? A memory saver keeps your place when you need to stop and catch your breath.*

Hydlide *Explore the magic realms in search of the ten treasures. The haughty princess is getting tired of waiting for you.*

Mag Max *Transform into a master robot beneath the surface of the planet. Fight through 30 levels before you face the mechanical three-headed space monster.*

Seicross *Race a slick space bike through zone after zone of obstacles and hidden dangers. Avoid the laser cannons and other traps as you approach the fortified city to destroy Baltank. Keep a sharp eye on the bike's energy level!*

Ultima *Become one of four characters as you move throughout the land of Britannia. Do battle with the evil Exodus. Plenty of towns, castles, oceans, sword fights . . . and monsters of course!*

Also available *Lunar Pool, and Zanac*

from GAMETEK

Jeopardy! *The popular game comes to the video screen. How quickly can you figure out the answers?*

Wheel Of Fortune *Guess the letters to complete the phrase.*

Jeopardy!, Jr / Wheel Of Fortune, Jr *The same as the standard versions, but with a slant for the younger audience.*

Hollywood Squares *Ask the folks in the boxes questions, and see just what they know. What DO they know?*

from HAL AMERICA

Air Fortress *Fight your way into the 16 different fortresses and destroy their nuclear reactors. Watch out for the alien guards.*

Joust *Return to a time when all you needed beneath you was a good ostrich – and the opportunity to bump off a few opponents from their mounts.*

Roller Ball *Four vertically-scrolling screens to drive you crazy, with plenty of flippers to move that ball around. Try some pinball hockey too.*

Vegas Dream *Keep the cards in the drawer and let NES do the shuffling. Besides blackjack, there's keno (like bingo), roulette, and a slot machine. Challenge up to four friends and see who can be the first to win a million dollars.*

from HUDSON SOFT USA

Bomberman *You may be a robot now, but if you can escape from Earth's core you'll finally get that human form. So blow up anything that bars your path!*

Hudson Adventure Island *Can you skateboard your way past the many dangers of this South Pacific island and rescue Princess Leilai from the evil witch?*

Milon's Secret Castle *What holds Queen Eliza a prisoner in her own castle? You must be brave and clever enough to make your way through the mazes and avoid the demons.*

from JALECO USA

Bases Loaded *Control players that 'act' – each with his own personality and style. There's even a lifelike voice calling out the balls and strikes.*

PRESS ANY KEY

essence of this game – powerful backhands, brilliant lobs.

Robo Warrior *Dozens of mutant creatures are attacking – good thing you've an arsenal of deadly weapons. Good thing you're not just an ordinary human warrior either. But remember that strategy is important too.*

Also available *City Connection*

from KEMCOSEIKA

Desert Tankforce *Hot. Noisy. Endless sand. The proper strategy might well end World War II here and now – so lead your tanks and bombers to victory in North Africa.*

Secret Warriors *Command ten secret warriors and match their skills against the enemy. Use strategy as well – perhaps a bribe or two?*

Spy Vs Spy II – The Island Caper *Can you find the secret missile parts and escape before the volcanic eruption? Perhaps your opponent will fall into quicksand, or sit on one of the coconut bombs lying around . . .*

Superman *That red'n'blue dude's got his hands full. Every uglyface has come to town for a piece of the action, so expect to fight it out high in the clouds, and deep beneath the earth.*

from KONAMI

Adventures Of Bayou Billy *Sooey, here pig, pig, pig. Yep, ole Billy-boy's got to get Annabelle back from that there Gangster King of Bourbon Street. Slap your rump into that swamp buggy and take on them 'gators inside the King's heavily-armed estate. Plenty of shooting here too – so bring along your Zapper gun.*

Blades Of Steel *Hockey at its best requires quick reflexes, fast skating, and a will to win. And if that requires tossing off the gloves and wading into your opponent, so be it . . .*

Life Force *Guide the starfighting plane through six terror zones full of unimaginable and grotesque enemies. Destroy that planet-munching Zelos before you become a midafternoon snack.*

Simon's Quest *It's time to get rid of Count Dracula once and for all! Search for the Count's remains while avoiding the dark eerie things that pop up from nowhere. The villagers of Transylvania will help, but watch out for their false clues.*

Track & Field II *Olympic fever at its best, with larger-than-ever characters and 15 events. How well will you do at pole vaulting or arm-wrestling? Can you hang-glide with the best of them?*

Top Gun *Only for the best and the fastest. Fly at supersonic speed against the enemy, and be prepared to use all your skill in this one.*

Also available *Contra, Double Dribble, and Goonies II*

from LJN TOYS

Gotcha – The Sport *Use your Zapper gun, and go after a bunch of urban survivalists. Try and splatter them with paint, but beware of their return fire.*

A Nightmare On Elm Street *You'll like Freddy: he kills people. But the folks on the street aren't helpless either. So sharpen up those finger razors and prepare for a slashing good time.*

Friday The 13th *Campers like to come to Crystal Lake. Jason doesn't like campers. Guess what happens? So much for a weekend in the country.*

Marvel's X-Men *Humanity is threatened again! Can you lead the X-Men as they struggle to destroy the evil mutants? Strategy is a must.*

NFL Football *Grunt and groan at the Superbowl. Check the opposing team's stats – plan your strategy and go win the big one.*

Who Framed Roger Rabbit *Private-eye Eddie Valient must walk a fine line between reality and fantasy, as he tries to solve the death of cartoon star Roger Rabbit.*

Also available *Karate Kid, Jaws, Major League Baseball, and Town & Country Surf*

from MILTON BRADLEY

California Games *Tired of plain, everyday sports? Then you'll flip out over such radical events as biking BMX-style or surfing totally tubular waves. Kawabonga!*

Marble Madness *The arcade classic rolls home. Screen after screen of deadly Steelies, pounding hammers and marble-munchers – all poised to get you.*

World Games *Circle the globe in an incrdible array of unusual competitions. Dive off the cliffs of Acapulco, or ride a bull in the States. Go for it!*

from MINDSCAPE

Indiana Jones And The Temple Of Doom *A dog ain't a man's best friend – his bullwhip is. And there'll be plenty of use for it as you help Indy defeat the evil Mola Ram.*

Paperboy *It's all in a day's pedal as you deliver those papers. Speed is essential, but watch out for the trucks and other obstacles.*

Road Runner *Beep beep. Can you help the Bird avoid the Coyote? Can you avoid the falling boulders, moving trucks and Wile E's hungry jaws?*

720° *Skate City has summoned you! Grab that board and show 'em your stuff.*

from SNK

Ikari Warriors *They're tough, they're beefy. They got guns and grenades. Don't get in their way, no matter how good you think the odds are. The Ikari boys are going to wipe those enemy soldiers right off the face of the earth.*

Ikari Warriors II – Victory Road *Paul and Vince did a pretty good job the first time around. They got some applause and a free plane ride home. Of course, something happens – they get caught in a time warp and end up in the future. Now it's time to boogie as they take on the evil Zang Zip.*

Iron Tank *The final assault on Normandy has come. Spearhead the invasion in your mighty tank, and break through enemy lines to ultimate victory.*

Lee Trevino's Fighting Golf *Many options and multiple views help you excel at this challenging sport. Pick from four characters, each with their own characteristics and playing strengths.*

Also available *Athena, and Alpha Mission*

from SUN CORPORATION

Blaster Master *There's fun, and then there's trouble. This game is definitely trouble.*

Xenophobe *Just what the doctor ordered . . . Aliens! Blast them all before they metamorphose into something really nasty.*

Also available *Freedom Force, and Spy Hunter*

from TAITO

Bubble Bobble *Evil creatures try and catch you. Blow a bubble and catch them instead. Don't forget to pop those special balloons for extra points.*

Operation Wolf *Teach those terrorists the kind of lesson they won't forget! Blast 'em to bits wherever they appear – in the jungle, airfield or prison camp – and get those hostages OUT!*

Renegade *Kung-fu females? That's just one of the dangers on the mean streets of the city. Three-to-one odds mean you must fight fast and furious.*

Rygar *This legendary warrior restores peace to the land by night-stalking and whomping the tar out of an army of dangerous beasts. No fun in the sun here.*

Sky Shark *Fly your P-40 Tiger Shark behind enemy lines and rescue your POW buddies. Stay cool, though the flak is red-hot.*

Also available *Elevator Action, and Legend Of Kage*

from TAXAN

The Great Bear Fist Of Ken *Ken's not in the mood to laugh. He's out to rescue his people from the yoke of tyranny. He'll use his strength against the foes – plus the gentle application of his Fearful Kasan Clenching Claws!*

Mappy-Land *Policeman Mappy Mouse has to find all the birthday presents hidden by Nyamco and his child Mukies. But such a pity – each of the eight cities is filled with meanies out to thwart his plans.*

from TECMO

Tecmo Baseball *Manage 14 teams, and create your own game-winning strategies. Play one of several positions, and go for that grand slam!*

Tecmo Bowl Football *Graphics enhance the strategy puzzle which you must solve to win – and win big. There are 12 teams to choose from, so start organising your roster.*

Ninja Gai Den *This mighty warrior is a force for good. Help him take on many foes using sword and magic. Confront the evil forces in 20 unique areas.*

Also available *Star Force*

from TENGEN

Gauntlet *Live the fantasy! Over 90 intricate mazes in all-new worlds await you. Become one of four legendary heroes, or join with a friend to search for treasure and excitement.*

Pac-Man *Gobble, gobble – dots and ghosts. The winner's the one with the most points. Gobble, gobble.*

Tetris *From Russia with love. Love a challenge, that is – as you rotate and flip moving geometric blocks into unbroken rows. The two-player option can become truly frustrating, just like the computer version.*

RBI Baseball *Thrill to the great American sport. Practice your swing!*

from TRADEWEST

Double Dragon *Join twin brothers Billy and Jimmy Lee as they rescue cute Marion from the mysterious Shadow Boss. It'll take more than just kung fu to stop his minions – so use whatever weapons you can find.*

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THE TGM DEFINITIVE GUIDE TO HOME COMPUTER HARDWARE

At long last, here it is! The definitive guide to home computer hardware from the TGM technical bod department. Most people know what they want in a computer, but it's not always easy to find out the *exact* details concerning particular specifications. Okay, so you want to spend the rest of your life in joyous harmony with an Acorn Archimedes, but do you know what it's screen resolution is, or what its octave range is? You don't? Shame! Armed with the following information you can bravely waltz into your local dealer and say 'I know what I want so give it to me'. And of course, this knowledge is also guaranteed to break the ice at parties.

For each machine we've listed RRP, Memory, Processor, Colour palette, Sound, Video, Disk, and Ports, together with a brief summation of the state of the software. You need never feel inadequate again.

ACORN ARCHIMEDES

(305/310/310M)

RRP: **Range from £801 for the 305 which includes the keyboard, mouse and disk drive to £1188 for the 310M which includes keyboard, mouse, disk drive and colour monitor.**
MEMORY: **305 512K, 310/310M 1Mb**
PROCESSOR: **Acorn ARM. Uses RISC (Reduced Instruction Set Computing) technology to increase processor speed.**
RESOLUTION: **320x256 (up to 256 colours on screen), 640x256 (up to 16 colours on screen) and 640x512 (up to 16 colours on screen but needs a multi-synch monitor to produce a usable picture). Great potential for graphics and CAD programs.**
COLOUR PALETTE: **4096 colours and shades.**
SOUND: **16 channels (8 left and right). 6 octave range. One internal speaker but stereo output is available. An excellent sound chip which rivals many of todays low cost synthesisers but surprisingly no built in MIDI ports.**
VIDEO: **Composite video and RGB synch outputs. No TV output.**
DISK: **3.5 inch built in drive. Formats disks to 800K. Blank**



disks cost around £3.00.
PORTS: 9 pin mouse socket. 3.5mm Stereo Jack. RS423 serial. Centronics compatible parallel. I/O interface. IEC 320 video outlet. 64 way din. 41612 expansion port.
SOFTWARE: So far software releases have been restricted to a few games, graphics and music utilities. Although there is tremendous potential for expansion the cost of the machine indicates that it is unlikely to be sold as a games machine.

AMSTRAD CPC

(464/664/6128)

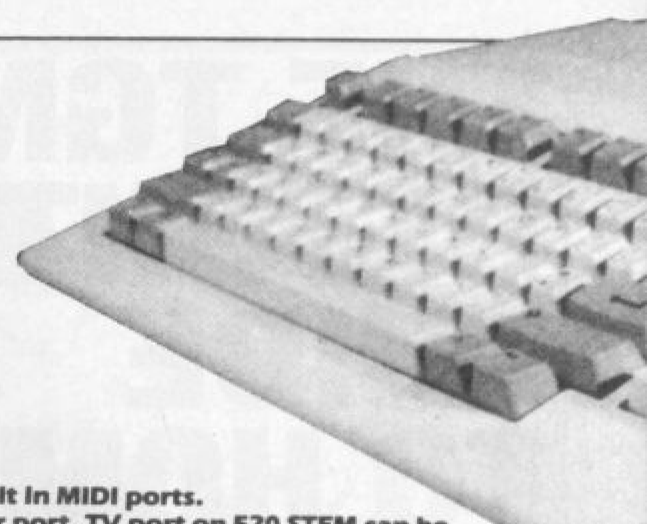
RRP: The 464 including green screen monitor and built in tape deck costs £199. The 464 including colour monitor and tape deck is £299. 664 models are no longer produced. The 6128 including green screen monitor and built in disk drive costs £299. Including colour monitor and built in disk drive the 6128 retails at £399.
MEMORY: 464/664 64K, 6128 128K.
PROCESSOR: Zilog Z80.
RESOLUTION: Either 160x200 (up 16 colours on screen), 320 x 200 (up to 4 colours on screen) or 640x200 (mono display only).
COLOUR PALETTE: 27 colours and shades.
SOUND: 3 channel 8 octave through internal speaker but stereo output is available. Sound quality is reminiscent of early arcade machines. No MIDI ports.
VIDEO: Monitor supplied with all models. RGB synch output.
DISK: Built in reversible single 3 inch drives on 664 and 6128 models. External drives available for 464. Formats to 180K on each side.
PORTS: CPC 464 Centronics parallel, 6-pin Din RGB with synch luminance, 3.5mm stereo socket, joystick, PCB extension port for Disk Drive and RS232C interfaces. CPC 664/6128 Centronics parallel, 6-pin Din RGB with synch luminance, 3.5mm stereo socket, joystick, cassette port, PCB extension port and second Disk Drive port.
SOFTWARE: A good selection covering most areas of home computing including word processing, spreadsheets, graphics and music packages. Most Spectrum and C64 games are converted but they tend to run slightly slower.



ATARI ST

(520 STFM/1040STF)

RRP: 520 STFM with built in Disk Drive £299. 1040 STF £499.
MEMORY: 520 STFM 520K, 1040 STF 1Mb.
PROCESSOR: Motorola 68000.
RESOLUTION: 640x400 in monochrome display, 640x200 in 4 colour display and 320x200 with 16 colours on screen.
COLOUR PALETTE: 512 colours and shades.
SOUND: Three channel 8 octave through internal speaker. A similar chip to that found in the Amstrad CPC range and



128K Spectrums. Built in MIDI ports.
VIDEO: RGB monitor port. TV port on 520 STFM can be connected to a TV via a modulator.
DISK: Built in 3.5 inch drive. 0.5 Mb drive formats to 360K while a 1Mb drive formats to 720K. Blank disks cost around £3.00.
PORTS: 5-pin MIDI in and out ports, RGB, serial modem port, two mouse/joystick ports, TV (STFM only), cartridge, second disk, hard disk.
SOFTWARE: Support for the ST has been rapidly growing during 1988. Most new 8 bit releases are now converted to the ST. Although the sound chip is poor by comparison to either the C64 or the Amiga, the ST now dominates music software releases because of the built in MIDI ports.

COMMODORE C64/128 (C64/C128/C128D)

RRP: The C64 including a dedicated Commodore cassette deck and costs £179. The C128 including dedicated Commodore cassette deck costs £229. The C128D including disk drive costs £399. Many High Street stores carry package deals so it's a good idea to shop around.
MEMORY: C64 64K, C128/C128D 128K.
PROCESSOR: C64 6510, C128/C128D 8502 plus a Z80, allowing CP/M programs to be run
. *RESOLUTION*: C64 320x200 (8 colours can be displayed on screen but the C64 uses an attribute system which limits the amount of colours that can be placed adjacent to each other). The C128/C128D when used in 128K mode has a resolution of 640x200.
COLOUR PALETTE: 16 colours and shades.
SOUND: 3 channel 8 octave sound chip which outputs through the monitor/TV. The SID chip is one of the most sophisticated sound chips on a 8-bit computer.
VIDEO: TV ports on all models. The C64 has a composite video port while the C128/C128D both have RGB ports for an 80 column display.
DISK: Two 5.25 inch drives are available from Commodore – the C1541 and the C1571. The earlier, slower C1541 formats disks to 140K while the more recent C1571 formats to 340K. Blank disks are very cheap but not robust and need careful handling.
PORTS: RGB (C128/C128D), composite video (C64), two joystick ports, cassette, TV, expansion port, serial (non standard), user port.
SOFTWARE: The Commodore 64 is an old computer with an excellent back catalogue of games and utilities available, many imported from America. A sizeable user-base means that software support is likely to continue for sometime yet.

COMMODORE AMIGA

(A500/A1000/A2000)

RRP: A500 including built in disk drive and some package deals offer a free TV modulator at an all-in price of £399. A500's without software bundles and without the modulator can be found around the £350 mark if you shop around. The A1000 is only available second hand. The A2000 includes a built in disk drive and is available at a starting price of £1200. Packages including the A2000, a monitor and



hard disk are also available from specialist dealers.
MEMORY: A500 512K, A1000 256K, A2000 1024K.
PROCESSOR: Motorola 68000. The processor runs at a slightly slower speed than the ST's but the specialist graphics and sound chips releive the processor of much of its work, effectively making the Amiga a faster computer than the Atari ST.
RESOLUTION: Several modes from 320x200 (32 colours on screen) to 640x400 (16 colours on screen). Some art packages offer an additional Hold And Modify (HAM) mode which allows 4096 colours on screen. The Amiga leads the field in graphics packages.
COLOUR PALETTE: 4096 colours and shades.
SOUND: 4 channel 9 octave range. Stereo output through monitor, TV or Hi Fi system. Built in text to speech synthesis. The Amiga is an excellant computer for sound synthesis but the lack of built in MIDI ports has meant that it has so far been unable to corner the market on music programs.
VIDEO: No built in TV port but a modulator is available. RGB output to monitor.
DISK: 3.5 inch built in drive. Formats disks to 880K.
PORTS: Audio left and right, two joystick/mouse, serial RS232, centronics parallel, RGB, additional disk drive, monochrome video, expansion bus.
SOFTWARE: A Rapidly expanding software base but on the games front the Amiga is still behind the Atari ST and 8-bit computers. Over 1000 business and applications programs are available.

PC COMPATIBLES

RRP: Prices start from £400 and rise according to model and package deal.
MEMORY: From 512K upwards.
PROCESSOR: Intel 8086 or a similar processor.
RESOLUTION: Originally designed as a business machine a graphics chip wasn't included in the design. A number of add on graphics boards are now available and come fitted as standard in some PC compatibles. The Colour Graphics Adapter (CGA) is the basic graphics board, featuring two resolution modes 320x200 (4 colour display) and 640x200 (mono only). The Enhanced Graphics Adapter (EGA) offers an additional mode to CGA 640x350 with a 16 colour display.
COLOUR PALETTE: EGA 64 colours and shades while CGA offers two colour schemes.
SOUND: Restricted to one channel but the speed of the proceesor allows pseudo-three channel sound to be produced. Not designed as a music machine.
VIDEO: No TV port. Output is usually via RGB.
DISK: Mainly 5.25 inch built in drives though some models feature a 3.5 inch drive. All drives formats disks to 340K.
PORTS: Vary from model to model. Most have a expansion, RS232 and centonics parallel ports.
SOFTWARE: Recent low cost PC clones have led to an increase in games software but the PC, in the UK at least, is still predominantly a business machine.

SINCLAIR ZX SPECTRUM

(16K/48K/48K PLUS/128K PLUS/PLUS 2/PLUS 3)

RRP: The Plus 2 with built in tape deck costs £139, The Plus 3 with built in disk drive £199. All other models are no longer produced but can be bought second hand for very low prices.
MEMORY: 16K, 48K, Plus 2 48K or 128K, Plus 2/Plus 3 128K.
PROCESSOR: Zilog Z80.
RESOLUTION: 256x192 (eight colours on screen but only two colours could be used in an 8x8 attribute block. This often results in colour clashes on games that use a lot of colour).
COLOUR PALETTE: 8 colours that can be increased to 16
SOUND: The Plus 128K, Plus 2 and Plus 3 have 3 channel output via monitor or TV. There is a MIDI port on the later models. 16K/48K/Plus 48K have 1 channel output via the internal speaker.
VIDEO: TV port. The Plus 128K, Plus 2 and Plus 3 have RGB ports.
DISK: The Plus 3 has a built in reversible single sided 3 inch drive, which can format disks to 180K each side.
PORTS: 16K/48K/Plus 48K: expansion port, two 3.5mm jack sockets to connect the Spectrum to a tape recorder and a TV port. The Plus 128K has TV, Vero phone connector for MIDI/RS232, two 3.5mm jack sockets, RGB port, Vero phone connector for add on keypad. The Plus 2 as Plus 128K but minus the jack sockets, with two built in non-standard joystick ports and a 3.5mm socket for outputting sound. The Plus 3 is as Plus 128K with centronics parallel printer port, two non-standard joystick ports, second disk drive. The two 3.5mm audio in/out jack sockets have been replaced by one 3.5mm jack socket which performs the same function.
SOFTWARE: The Spectrum is the biggest selling computer in the UK and the software base is second to none, and is not showing signs of declining. Business and application packages are available but the Spectrum is primiarily a games machine.

NINTENDO ENTERTAINMENT SYSTEM

RRP: The standard version includes a game controller and one game and is priced at £99. The Deluxe version includes a game controller, light gun, ROB robot and two games and is priced at £159.
RESOLUTION: 256x240 (up to 52 colours on screen).
COLOUR PALETTE: 52 colours and shades.
SOUND: 3 channel sound including speech synthesis played through a TV.
VIDEO: TV port.
DISK: None available in the UK at present.
PORTS: Game controller slots, TV port, Cartridge slot.
SOFTWARE: So far little software has been released in the UK. The Nintendo has a huge software base in Japan that may in time find its way other here. The Nintendo is a dedicated games machine.

SEGA MASTER SYSTEM

RRP: Games console including light gun, game controller and one game retails at £99.
RESOLUTION: 256x192 (up to 64 colours on screen).
COLOUR PALETTE: 64 colours and shades.
SOUND: 3 channel sound played through TV.
VIDEO: TV only.
DISK: None available.
PORTS: Cartridge slot, 2 game controllers and TV port.
SOFTWARE: Releases are mainly confined to conversions of Sega coin-op games. Just like the Nintendo the Sega Master System is intended as a games console only.

the GAMES machine
COMPUTER & ELECTRONIC ENTERTAINMENT

GUIDE TO INDEPENDENT REPAIR SERVICES

No matter how much you care for your computer, eventually, something can to go wrong. Whatever the cause, you can bet your life it'll happen after the guarantee has expired, so you can forget about sending it back to the manufacturers.

Knowing what a problem this can be, TGM has compiled a list of nine computer firms together with details of the computers that they repair, cost, and warranty. This list is by no means definitive but is intended to help you through the bewildering jungle of repair services currently on offer.

Before packing your computer off to a repair firm check to see if your local computer dealer can recommend a local repair outfit. It's easier to deal with a local firm should any complications arise, because you can always go round and knock at their door. Failing that it's time to look at one of the independent firms doted around the country. Phone the repair company and try and get a rough guide of the cost of the repair, the turnaround and if a warranty is given with any repairs made

When sending your computer by post, a few simple precautions can avoid future problems. Always pack your computer carefully, preferably in the original box, or you could end up paying more than you had anticipated.

Always include a letter with your address, telephone number and effects of the fault. When posting your computer always send it recorded delivery and its a good idea to pay for an advice of delivery slip.

COMPANY: **THE COMPUTER FACTORY**
ADDRESS: **Analytic Engineering Ltd, Unit 18A Grainger Road Industrial Estate, Southend, SS2 5DD.**
☎ 0707 618455
COMPUTERS REPAIRED: **All except Atari.**
PERIPHERAL REPAIRS: **Disk drives and printers.**
PRICES: **Between £7-£40**
WARRANTY: **3 months.**
ADDITIONAL INFORMATION: **Free estimates given.**

COMPANY: **GSF SERVICES**
ADDRESS: **113 Mountbatten Road, Braintree, Essex, CM7 6TP**
☎0376 46637
COMPUTERS REPAIRED: **All Spectrums.**
PERIPHERAL REPAIR: **Phone.**
PRICES: **Spectrum 48 £10.50, Spectrum 128 £13. Warranty: 4 months.**

COMPANY:**HS COMPUTER SERVICES**
ADDRESS: **Unit 2, The Orchard, Warton, Preston, Lancs, PR4 1BE**
☎ 0772 632686
COMPUTERS REPAIRED: **All Spectrums.**
PERIPHERAL REPAIRS: **Phone.**
PRICES: **From £14.95.**
WARRANTY: **3 months**

COMPANY: **LADBROOK COMPUTING INTERNATIONAL**
ADDRESS: **33 Ormskirk Road, Preston, Lancashire.**
☎ 0772 2174
COMPUTERS REPAIRED:Mainly Atari.
PERIPHERAL REPAIRS: **Printers and disk drives.**
PRICES: **According to machine, for example Atari ST £30, XL/130 XE £20 (plus VAT).**
WARRANTY: **Phone.**

COMPANY:**PM ENGINEERING**
ADDRESS: **Unit 8, New Road, St Ives, Cambridgeshire, PE17 4BG**
☎ 0480 61394
COMPUTERS REPAIRED: **All home computers.**
PERIPHERAL REPAIRS: **Printers, Monitors and Disk Drives.**
PRICES: **Fixed for each computer, regardless of fault and include all parts and labour.**
WARRANTY: **3 months.**

COMPANY: **RA ELECTRONICS**
ADDRESS: **133 London Road South, Lowestoft, Suffolk, NR33 0AX**
☎ 0502 566289
COMPUTERS REPAIRED: **All Spectrums.**
PERIPHERAL REPAIRS: **Phone.**
PRICES: **For Spectrum 48K £14, for Spectrum 128K £20.** *ADDITIONAL INFORMATION*: **RA Electronics also sell components.**

COMPANY: **Video Vault Ltd**
ADDRESS: **140 High Street West, Glossop, Derbyshire, SK13 8HJ**
☎ 04574 66555
COMPUTERS REPAIRED: **Most.**
PERIPHERAL REPAIRS: **Phone.**
PRICES: **From £19.95, according to machine.**
WARRANTY: **3 months.**
ADDITIONAL INFORMATION: **While you wait service in Manchester.**

COMPANY: **WIGHT COMPUTING HOME MICROS**
ADDRESS:**122 High Street, Ryde, Isle of Wight, PO33 2SU**
☎ 0983 68978
COMPUTERS REPAIRED: **Most.**
PERIPHERAL REPAIR: **Printers and monitors, but you are advised to check first that the service is viable for older models.**
PRICES: **According to fault.**
WARRANTY: **90 days.**
ADDITIONAL INFORMATION: **Wight Computing provide a computer service facility.**

COMPANY: **WTS ELECTRONICS**
ADDRESS: **5-9 Portland Rd, Luton, Beds, LU4 8AT**
☎ 0582 458375
COMPUTERS REPAIRED: **Spectrum, Commodore, BBC, VIC20, Amstrad CPC 464**
PERIPHERAL REPAIR: **Phone**
PRICES: **Between £14-£32 depending on machine.**
WARRANTY: **3 months.**
ADDITIONAL INFORMATION: **WTS Electronics offer a one week turn around from the day that they receive the machine.**

If you would like a mention in the Back Bytes Repair page, please send the relevant details to BACK BYTES, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	ATARI ST	AMIGA	IBM PC
AARGH	14.95	14.95	-
ADV ART STUDIO	14.95	14.95	-
ALIEN SYNDROME	11.95	11.95	-
ALT REALITY	11.95	11.95	14.95
APOLLO 18	-	-	17.95
ARKANOID REV OF DOH	11.95	-	-
BACKLASH	11.95	11.95	-
BALLYHOO	7.95	-	-
BARBARIAN 1 OR 2 PAL	9.95	11.95	-
BARDS TALE 1 OR 2	16.95	16.95	16.95
B.A.T.	17.95	17.95	17.95
BATTLE CHESS	-	17.95	17.95
BERMUDA PROJECT	14.95	14.95	-
BETTER DEAD	11.95	11.95	-
BEYOND ICE PALACE	11.95	14.95	-
BIONIC COMMANDO	13.95	16.95	-
BLACK LAMP	11.95	11.95	-
BLACK TIGER	13.95	-	-
BMX SIMULATOR	9.95	9.95	-
BOMBJACK	11.95	14.95	-
BORROWED TIME	7.95	-	7.95
BUGGY BOY	11.95	14.95	-
BUBBLE BOBBLE	11.95	11.95	-
CORRUPTION	14.95	14.95	14.95
CAPTAIN BLOOD	14.95	14.95	-
CARRIER COMMAND	14.95	14.95	14.95
COMBAT SCHOOL	11.95	14.95	-
CHUCK YEAGER AFT	-	-	16.95
CHESSMASTER 2000	16.95	16.95	16.95
CHRONOQUEST	14.95	14.95	14.95
CRYSTAL CASTLES	10.45	-	-
DALEY THOMPSON 88	11.95	14.95	14.95
DARK CASTLE	14.95	14.95	-
DEGAS ELITE	17.95	-	-
DEFENDER OF CROWN	18.95	18.95	18.95
DEJA VU	17.95	-	-
DELUXE MUSIC CON	-	49.95	-
DELUXE VIDEO		49.95	-
DELUXE PRINT 2		49.95	-

TITLE	ATARI ST	AMIGA	IBM PC
DELUXE PRODUCTION		99.95	-
DELUXE PAINT 2		49.95	69.95
DUNGEON MASTER	14.95	14.95	-
EARL WEAVER B.BALL	-	16.95	16.95
ELEMENTAL	11.95	-	-
ELIMINATOR	13.95	13.95	-
ELITE	14.95	-	14.95
EMPIRE	16.95	16.95	16.95
EMPIRE STRIKES BACK	11.95	11.95	-
ENLIGHTENMENT	11.95	14.95	-
EPT	14.95	14.95	-
ESPIONAGE	11.95	11.95	11.95
EXOLON	16.95	16.95	-
5 STAR ST	14.95	-	-
FAERY TALE ADV	-	29.95	-
FANTAVISION	-	29.95	-
FAST BASIC DISC	31.95	-	-
FAST BASIC ROM	62.95	-	-
FED OF FREE TRADE	14.95	14.95	-
FERNANDEZ MUST DIE	14.95	-	-
FERRARI FORMUALA 1	17.95	17.95	17.95
F15 STRIKE EAGLE	14.95	14.95	14.95
FINAL COMMAND	17.95	17.95	17.95
FLIGHT SIM 2	26.95	26.95	26.95
FLT DISC 7 OR 11	13.95	13.95	19.95
FLT DISC EUROPE	13.95	13.95	19.95
FLT DISC JAPAN	13.95	13.95	19.95
FLYING SHARK	13.95	-	-
FOOTBALL DIRECTOR	11.95	-	-
FOOTBALL MANAGER 2	11.95	11.95	11.95
FOUNDATIONS WASTE	16.95	16.95	-
FRANK BRUNO BOXING	12.95	-	-
GALDREGONS DOMAIN	13.95	-	-
GAME OVER 2	14.95	17.95	17.95
GARFIELD	11.95	11.95	-
GARRISON 1 or 2	14.95	14.95	-
GIGANOID	-	9.95	-
GOLDEN PATH	7.95	11.95	-
GUILD OF THIEVES	14.95	14.95	14.95

TITLE	ATARI ST	AMIGA	IBM PC
GUNSHIP	14.95	14.95	19.95
HACKER 1 OR 2	7.95	-	-
HAWK	17.95	17.95	17.95
HAWKEYE	14.95	-	-
HELTER SKELTER	9.95	9.95	-
HEROES OF LANCE	16.95	16.95	16.95
HOLLYHOOD HIJINX	7.95	7.95	-
HOTSHOT	11.95	11.95	11.95
HUNT RED OCTOBER	14.95	14.95	-
IKARI WARRIORS	9.95	14.95	13.95
IMPOSSIBLE MISSION 2	13.95	-	16.95
INTERCEPTOR	-	16.95	-
IRON LORD	17.95	17.95	17.95
JET	-	26.95	26.95
JEWELS OF DARKNESS	11.95	11.95	11.95
JINXTER	14.95	14.95	14.95
KENNEDY APPROACH	14.95	14.95	14.95
KNIGHTORC	11.95	11.95	11.95
KRISTAL	19.95	-	-
LAND OF LEGENDS	-	16.95	-
L'BOARD BIRDIE	13.95	16.95	16.95
LEATHER GODDESS	19.95	19.95	-
LEGEND THE SWORD	14.95	14.95	14.95
LIVING DAYLIGHTS	11.95	-	-
MARS COPS	13.95	13.95	-
MAUPITI ISLAND	11.95	-	-
MENACE	-	12.95	-
MERCENARY COMP	14.95	14.95	-
MINDSHADOW	7.95	-	-
MINI PUTT	-	-	17.95
MONSTERS OF NIGHT	17.95	17.95	17.95
MOONMIST	7.95	-	7.95
MOTOR BIKE MAD	9.95	9.95	9.95
MUSIC CON SET	17.95	-	-
1943	13.95	16.95	-
NETHERWORLD	13.95	13.95	-
NEULOMANGER	-	-	17.95
NIGHTRAIDER	13.95	13.95	16.95
NIGEL MANSELL	16.95	-	-

TITLE	ATARI ST	AMIGA	IBM PC
OIDS	11.95	-	-
OOPS	11.95	11.95	11.95
OPERATION WOLF	11.95	14.95	-
OUTRUN	13.95	-	-
OVERLANDER	11.95	14.95	-
PANDORA	11.95	11.95	-
PEPSI MAD MIX	10.95	-	-
PETER BEARDSLEY	11.95	11.95	-
PHANTASM	11.95	11.95	-
PLANETFALL	7.95	-	-
PLATOON	11.95	14.95	-
POOL OF RADIANCE	16.95	16.95	16.95
POWERDROME	15.50	16.95	16.95
PRO COPY	29.95	-	-
PSION CHESS	16.95	-	16.95
PUFFY SAGA	17.95	17.95	17.95
QUADRALIEN	11.95	14.95	-
RACK EM	-	-	17.95
REACH FOR STARS	-	17.95	17.95
RETURN TO GENESIS	11.95	11.95	-
RETURN TO ATLANTIS	-	16.95	-
ROAD BLASTERS	13.95	13.95	-
ROCKET RANGER	14.95	14.95	-
ROLLING THUNDER	13.95	16.95	-
SARGON III CHESS	16.95	16.95	-
SCRABBLE DELUXE	13.95	13.95	16.95
SERVE & VOLLEY	-	-	17.95
STAR RAY	17.45	17.45	-
S.F. HARRIER	14.95	14.95	-
SHADOWGATE	14.95	14.95	-
SILENT SERVICE	14.95	14.95	14.95
SKATEBALL	17.95	17.95	17.95
SKYCHASE	11.95	14.95	14.95
SOLDIER OF LIGHT	11.95	-	-
SPACE HARRIER	11.95	14.95	-
S.T.A.C.	26.95	-	-
STARFLEET	-	16.95	16.95
STARFLIGHT	-	-	16.95
STARGLIDER 1 OR 2	14.95	14.95	14.95

TITLE	ATARI ST	AMIGA	IBM PC
STARQUAKE	11.95	-	-
STAR RAY	14.95	14.95	-
STAR TREK	11.95	-	-
STEALTH FIGHTER	13.95	16.95	-
STIR CRAZY	11.95	-	-
STREETFIGHTER	13.95	16.95	-
S.T.O.S.	19.95	-	-
STRIP POKER 2	9.95	9.95	-
SUMMER OLYMPIAD	11.95	11.95	14.95
SUPERCYCLE	7.95	-	-
SUPER HANG ON	13.95	-	-
TASS TIMES	7.95	-	-
TESTDRIVE	16.95	16.95	16.95
THE TRAIN	-	-	17.95
THREE STOOGES	14.95	19.95	-
THUNDERCATS	11.95	14.95	-
TIME & MAGIK	11.95	11.95	11.95
TIME STOOD STILL	11.95	-	-
TRINITY	7.95	7.95	-
TRIPATRON	24.95	-	-
TRIVIAL PURSUIT	11.95	11.95	14.95
TT RACER 2	14.95	-	14.95
ULTIMA V	14.95	14.95	14.95
UNIV MILITARY SIM	14.95	14.95	14.95
URIDIUM	13.95	-	-
VERMINATOR	14.95	14.95	14.95
VIRUS	11.95	11.95	-
VROOM	11.95	-	-
WHIRLIGIG	11.95	11.95	-
WIZBALL	11.95	14.95	-
WORLD GAMES	7.95	-	-
WORLD TOUR GOLF	-	-	16.95
XENON	11.95	14.95	-
ZORK 1 OR 3o	9.95	-	-
ZORK 2	-	9.95	9.95
ZYNAPS	13.95	13.95	-

TITLE	SPECTRUM CASS	SPECTRUM DISC	CBM 64 CASS	CBM 64 DISC	AMSTRAD CASS	AMSTRAD DISC
ACE	2.00	-	-	2.00	-	
ACE OF ACES	2.95	-	2.95	-	2.95	-
AMERICAN CIVIL WAR VOL	-	-	-	14.95	-	-
AMERICAN CIVIL WAR VOL2	-	-	-	14.95	-	-
ALIEN SYNDROME	6.50	-	6.50	9.95	6.50	9.95
ADV ART STUDIO	14.95	-	-	-	-	-
ARCTIC FOX	-	-	6.95	10.45	-	-
APOLLO 18	-	-	6.95	10.45	-	-
AIRBORNE RANGER	9.95	-	10.45	13.95	-	-
ARMY MOVES	3.50	-	3.50	-	3.50	-
ARCADE FORCE FOUR	6.95	-	6.95	9.95	6.95	9.95
ATHENA	3.50	-	-	-	3.50	-
ARKANOID	3.50	-	-	-	3.50	-
ARKANOID 2 REVENGE	5.50	9.95	6.00	9.95	6.50	9.95
ARC OF YESOD	2.00	-	-	-	-	2.95
AUF MONTY	-	-	-	-	2.95	-
AVENGER	-	-	-	-	2.95	-
BACK TO FUTURE	-	-	-	-	2.96	-
BALLBLÄZER	-	-	-	-	-	2.95
BARRY McGUIGAN	-	-	-	-	2.95	
BARBARIAN PSYGNOSIS	6.95	-	6.95	-	6.95	-
BASKET MASTER	-	-	-	-	3.50	-
BATTLE OF PLANETS	-	-	-	-	2.00	-
BATTLEFRONT	-	-	-	14.25	-	-
BATTLE IN NORMANDY	-	-	-	14.25	-	-
BIG 4	-	-	-	-	3.50	-
BIG SLEAZE	-	-	-	-	2.00	-
BLACK TIGER	6.00	-	6.95	8.95	6.95	9.95
BOBBY BEARING	-	-	-	-	2.00	-
BEYOND ICE PALACE	5.50	8.95	6.50	9.95	6.50	9.95
BIONIC COMMANDO	6.00	-	6.95	8.95	6.95	9.95
BEST OF ELITE VOL 1	4.50	-	4.50	-	4.50	-
BARBARIAN 1 OR 2	6.95	-	6.95	9.95	6.95	9.95
BUGGY BOY	5.50	-	6.95	9.95	6.95	9.95
BARDS TALE 1 OR 2	-	-	6.95	10.95	-	-
BARDS TALE 3	-	-	-	10.95	-	-
BANGKOK KNIGHTS	6.95	-	6.95	9.95	6.95	9.95
BUBBLE BOBBLE	5.50	8.95	6.00	8.95	6.00	9.95
BEAMRIDER	2.00	-	-	-	-	
B'DASH CON KI	6.95	-	6.95	-	6.95	-
BATMAN	2.50	-	-	-	2.50	-
BALLBREAKER	2.00	-	-	-	3.00	-
CARRIER COMMAND	9.95	13.95	9.95	13.95	9.95	13.95
CARRIERS AT WAR	-	-	-	14.25	-	-
CLASSIC COLLECTION	-	-	3.00	-	3.00	-
CROSSWIZE	5.00	-	6.00	9.95	6.00	9.95
COMBAT SCHOOL	5.50	9.50	6.00	8.95	6.00	9.95
CALIFORNIA GAMES	3.50	9.95	6.95	9.95	6.95	9.95
CYBERNOID	5.50	-	6.95	-	6.95	-
CHUCK YEAGER	-	-	6.95	10.45	-	-
CHESSMASTER 2000	-	-	6.95	10.45	-	-
COBRA	-	-	-	-	3.50	-
COMET GAME	1.00	-	1.00	-	1.00	-
DALEY THOMPSON 88	6.50	-	6.50	9.95	6.50	9.95
DAN DARE	-	-	-	-	2.00	-
DANDY	-	-	-	-	2.50	2.95
DARK SIDE	6.95	9.95	6.95	9.95	6.95	9.95
DEJA VU	-	-	-	13.95	-	-
DARK SCEPTRE	5.50	-	6.00	8.95	6.00	9.95
DRAGONSLAIR 1 OR 2	3.00	-	3.00	-	3.00	-
DOOMDARKS REVENGE	2.00	-	-	-	-	-
DOOMSDAY BLUES	-	-	-	-	2.95	-
DRUID	2.00	-	2.00	3.00	2.00	3.00
DYNAMITE DAN 2	-	-	-	-	2.95	3.95
EIDOLON	-	-	-	-	2.00	2.95
EMPIRE	-	-	-	-	2.00	-
EMPIRE STRIKES BACK	6.95	-	6.95	9.95	6.95	9.95
ENIGMA FORCE	2.00	-	-	-	2.00	-
EUROPE ABLAZE	-	-	-	14.95	-	-
ECHELON	-	-	6.95	9.45	-	-
EARTHLIGHT	2.95	-	-	-	-	-
ENLIGHTENMENT	3.50	-	2.95	4.95	6.00	9.95
ELITE 6 PACK 1 OR 2 OR 3	6.50	-	6.50	9.95	6.50	9.95
ELITE	6.50	-	9.95	11.95	9.50	12.95

TITLE	SPECTRUM CASS	SPECTRUM DISC	CBM 64 CASS	CBM 64 DISC	AMSTRAD CASS	AMSTRAD DISC
EYE	3.95	-	2.95	4.95	4.95	-
EARTH ORBIT STATION	-	-	-	12.95	-	-
EXPLORER	-	-	-	-	-	2.95
FERNANDEZ MUST DIE	6.95	9.95	6.95	9.95	6.95	9.95
4x4 OFF ROAD RACING	-	-	6.95	9.95	-	-
4TH AND INCHES	-	-	6.95	9.95	-	-
FLYING SHARK	5.50	-	5.00	9.95	6.00	9.95
FOX FIGHTS BACK	6.00	8.95	6.95	9.95	6.00	9.95
FLASHPOINT	5.50	-	6.00	9.95	6.00	9.95
FIFTH AXIS	-	-	-	-	2.00	-
FIREFLY	5.50	-	6.00	9.95	6.00	9.95
FOOTBALL DIRCETOR	6.00	-	6.00	-	6.00	-
F15 STRIKE EAGLE	6.95	-	6.95	9.95	6.95	9.95
FOOTBALL MANAGER	2.95	4.95	2.95	6.95	2.95	6.50
FOOTBALL MANAGER 2	6.95	9.95	6.95	9.95	6.95	9.95
FIVE COMPUTER HITS	3.50	-	3.50	-	3.50	-
FUTURE KNIGHT	2.00	-	2.00	-	-	-
FAIRLIGHT 2	2.00	-	-	-	-	-
FREDDY HARDEST	3.00	-	3.00	-	3.00	-
FINAL MATRIX	2.00	-	-	-	2.00	-
FLINTSTONES	6.00	-	6.50	9.95	6.00	9.95
FROSTBYTE	2.00	-	2.00	-	-	-
FIRETRAP	3.50	-	-	-	-	-
FIVESTAR 1, 2 OR 3	6.95	-	6.95	-	6.95	-
GAUNTLET	6.00	-	6.95	0.95	6.95	9.95
GET DEXTER 2	-	-	-	-	6.95	9.95
GI HERO	5.50	-	6.95	8.95	6.00	9.95
GOLD SILVER BRONZE	10.45	12.95	10.45	12.95	10.45	16.95
G LINEKER SKILLS	5.50	-	6.95	8.95	6.95	9.95
GUTZ	5.50	-	6.00	-	-	-
GAUNTLET 2	6.00	-	6.95	9.95	6.95	9.95
GAME OVER	3.50	-	-	-	3.50	-
GAME OVER 2	6.95	-	7.95	11.95	7.95	11.95
GAME SET & MATCH	8.95	11.95	8.95	11.95	8.95	11.95
GARFIELD	6.00	-	6.50	-	6.50	-
GREAT ESCAPE	-	-	-	-	3.50	-
GUILD OF THIEVES	-	9.95	-	13.95	-	13.95
GUNSHIP	6.50	9.95	9.50	13.95	-	-
GO TO HELL	1.50	-	-	-	-	-
GUNRUNNER	2.00	-	-	-	-	-
GOBOTS	2.00	-	-	-	-	
HALLS OF MONTEZUMA	-	-	-	14.95	-	-
HAWKEYE	-	-	6.95	9.95	-	-
HEADCOACH	2.95	-	2.95	-	2.95	-
HEAD OVER HEALS	3.50	-	3.50	-	3.50	-
HEARTLAND	-	-	-	-	-	2.95
HEROES OF LANCE	-	-	6.95	9.95	-	-
HOTSHOT	6.00	8.95	6.95	8.95	6.95	8.95
HYBRID	2.00	-	-	-	-	-
HARDGUY	2.00	-	-	-	-	-
HERO	1.50	-	-	-	-	-
HARDBALL	3.00	-	-	-	-	-
HIGHLANDER	-	-	-	-	3.50	-
HIJACK	-	-	-	-	2.00	2.95
HIVE	2.00	-	-	-	2.00	2.95
HUNCHBACK ADV	-	-	-	-	3.00	-
HYDROFOOL	-	-	-	-	3.50	-
HYPERBALL	1.50	-	1.50	-	-	-
IMPOSSABALL	-	-	-	-	2.95	-
INFILTRATOR 2	-	-	6.95	9.95	-	-
INTO EAGLES NEST	-	-	-	-	2.00	-
I O	-	-	6.25	9.95	-	-
INT SOCCER	-	-	6.50	9.95	-	-
IMPACT	6.95	-	6.95	-	6.95	-
INT KARATE	2.95	4.95	2.95	6.95	2.95	6.50
IMP MISSION	-	-	-	-	3.50	-
IMP MISSION 2	6.00	-	6.95	9.95	6.95	9.95
IKARI WARRIORS	6.00	-	6.50	8.95	6.50	09.95
ICUPS	1.50	-	1.50	-	-	-
JAILBREAK	-	-	-	-	3.00	-
JEWELS OF DARKNESS	9.00	-	9.00	11.95	9.00	13.00
KETTLE	-	-	-	-	2.00	-
KONAMI COLLECTION	6.95	12.95	6.95	12.95	6.95	12.95

TITLE	SPECTRUM CASS	SPECTRUM DISC	CBM 64 CASS	CBM 64 DISC	AMSTRAD CASS	AMSTRAD DISC
KNIGHTORC	9.50	-	9.95	9.95	9.95	9.95
KINETIK	1.50	-	-	-	-	-
KRAKOUT	-	-	-	-	2.95	-
KUNG FU MASTER	-	-	-	-	2.95	-
L'BOARD PAR 3	9.95	13.95	-	-	9.95	13.95
L'BOARD PAR 4	-	-	9.95	12.95	-	-
LIVE AMMO	6.95	10.95	6.95	9.95	6.95	9.95
LAST NINJA	-	-	6.50	9.95		
LAST NINJA 2	8.95	-	8.50	9.95	8.95	10.95
LAZER SQUAD	6.50	-	6.95	9.95	6.95	9.95
MAG MAX	-	-	-	-	3.50	-
MARAUDER	5.50	8.95	6.95	9.95	6.95	9.95
MARIO BROS	-	-	-	-	3.50	-
MATCH DAY	-	-	-	-	2.95	-
MERCENARY	-	-	-	-	3.50	-
MERMAID MADNESS	-	-	-	-	2.00	2.95
METROCROSS	2.95	-	2.95	-	2.95	-
MIAMI VICE	2.95	-	-	-	2.95	-
MICKEY MOUSE	5.50	8.95	6.95	9.95	6.95	9.95
MADBALLS	5.50	-	6.00	-	6.00	-
MAGNIFICENT 7	6.50	12.95	6.50	12.95	6.50	13.00
MICROMUD	-	-	-	10.95	-	-
MINDFIGHTER	9.95	-	9.95	13.95	9.95	13.95
MORPHEUS	-	-	9.95	11.95	-	-
MOVIE	-	-	-	-	2.95	-
MATCH DAY 2	5.60	-	6.00	9.95	6.00	9.95
MEGA APOCALYPSE	6.95	10.45	6.95	9.95	6.95	9.95
MINI OFFICE 2	-	-	-	-	9.95	13.95
MINI PUTT	6.95	-	6.95	10.45	-	-
MUTANTS	-	-	-	-	2.95	-
MYSTERY OF NILE	-	-	-	-	2.00	-
1943	6.25	8.95	6.95	9.95	6.95	9.95
19 BOOTCAMP	-	-	6.95	9.95	-	-
NETHERWORLD	5.50	8.95	6.95	9.95	6.95	9.95
NIGEL MANSELL GP	6.95	-	6.95	10.45	6.95	10.45
NEBULUS	6.00	-	6.50	9.95	6.95	9.95
NICK FALDO	2.00	-	-	-	2.00	-
NORTH STAR	5.50	-	6.95	9.95	6.95	9.95
NEMESIS THE WARLOCK	2.00	-	-	-	2.00	-
NIGHTRAIDER	6.95	-	6.95	9.95	6.95	9.95
NODES OF YESOD	2.00	-	2.00	-	-	-
NOSFERATU THE VAMPIRE	-	-	-	-	2.95	-
OOOPS	5.50	-	6.95	9.95	6.95	9.95
OPERATION WOLF	6.00	-	6.00	9.95	6.00	9.95
OVERLANDER	5.50	9.95	6.95	9.95	6.95	9.95
OVERLORD	7.00	-	-	-	-	-
OUTRUN	6.00	-	6.50	9.95	6.50	9.95
PALITON	-	-	-	-	2.00	-
PEPSI MAD MIX	5.50	8.95	5.50	8.95	5.50	8.95
PETER BEARDSLEY	6.25	-	6.95	9.95	6.25	9.95
POWER OF RADIANCE	-	-	6.95	9.95	-	-
POWER PYRAMIDS	-	-	6.95	-	-	-
PATTON VS ROMMEL	-	-	-	10.95	-	-
PACLAND	6.00	-	6.00	9.95	6.00	9.95
PLATOON	6.95	-	6.95	9.95	6.95	9.95
PREDATOR	6.95	-	6.95	9.95	6.95	9.95
PRESIDENT MISSING	-	-	-	10.95	-	-
PHM PEGASUS	6.95	10.95	6.95	10.45	-	-
PAWN	9.95	10.95	-	13.95	-	14.95
PIRATES	-	-	9.95	13.95	10.95	14.95
POWER AT SEA	-	-	-	10.95	-	-
PITFALL 2	1.50	-	-	-	-	-
PAPERBOY	-	-	3.00	-	-	-
PRODIGY	-	-	-	-	-	2.95
RACE AGAINST TIME	4.95	-	4.95	-	4.95	-
RASPUTIN	-	-	-	-	2.00	-
ROAD BLASTERS	6.50	9.95	6.95	9.95	6.95	9.95
REACH FOR THE STARS	-	-	-	14.95	-	-
ROMMEL	-	-	-	14.95	-	-
RASTAN SAGA	6.00	-	6.50	9.95	6.50	9.95
ROLLING THUNDER	6.00	-	6.95	9.95	6.95	9.95
RENEGADE	5.50	-	6.00	9.95	6.00	9.95
RED OCTOBER	9.50	-	9.95	13.95	9.95	13.95
ROBIN OF WOOD	1.50	-	1.50	-	-	-

TITLE	SPECTRUM CASS	SPECTRUM DISC	CBM 64 CASS	CBM 64 DISC	AMSTRAD CASS	AMSTRAD DISC
ROGUE TROOPER	-	-	-	-	2.00	-
RUNESTONE	-	-	-	-	2.00	-
SAI COMBAT	-	-	-	-	2.95	-
SALAMANDER	5.50	-	6.25	-	6.25	-
SHOCKWAY RIDER	-	-	-	-	2.95	-
SUMMER OLYMPIAD	5.50	-	6.50	9.95	-	-
SOLDIER OF LIGHT	5.95	-	6.50	9.95	-	-
SKATECRAZY	5.50	9.95	6.95	9.95	6.95	9.95
SAMURAI WARRIOR	5.00	-	6.00	9.95	-	-
SUPER HANGON	6.95	-	-	-	6.95	9.95
STAR WARS	6.95	-	6.95	9.95	6.95	9.95
SIDEARMS	6.00	-	6.95	9.95	6.95	9.95
STREETFIGHTER	6.95	-	6.95	9.95	6.95	9.95
STRIP POKER 2	6.95	-	6.95	9.95	-	-
SOLID GOLD	6.95	10.95	6.95	9.95	6.95	9.95
STARGLIDER	9.50	10.95	9.95	11.95	-	-
SENTINEL	6.50	8.95	2.95	3.95	6.50	-
SHADOWFIRE	-	-	-	-	2.00	2.95
SIDEWIZE	3.00	-	3.00	-	-	-
SILENT SERVICE	6.95	-	6.95	9.95	6.95	9.95
SILICON DREAMS	9.50	-	9.50	9.95	9.50	9.95
720°	6.00	-	6.95	8.95	6.95	9.95
SHADOW SKIMMER	-	-	-	-	2.00	-
SHOOT EM UP CON KIT	-	-	9.95	-	-	-
SHORT CIRCUIT	-	-	-	-	3.95	-
STEALTH FIGHTER	-	-	9.95	13.95	-	-
SKATE OR DIE	-	-	6.95	10.45	-	-
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UNCLE MEL'S TRIVIA QUIZ

1) How much does a Cray-3 supercomputer cost, within $5 million either way?

2) Who had a hit with *Machinery* in 1982?

3) In which TV space opera have the following all made guest appearances, Bernard Cribbins, Christopher Lee, Leo McKern, Peter Cushing?

4) Unscramble the following computers: 'ITS A RAT', 'CRAMP IN TUM SLICERS', 'A GRIM DOOM CAMEO'.

5) Name the robot in the sci-fi classic *Forbidden Planet*

6) Define the following: Force Twelve, 743 mph, amphetamine sulphate.

7) According to the artwork for *Barbarian 2* what is Maria Whittacker's crutch worth?

8) When and where was the computerised voiceprint first accepted in a court of law?

9) What is *Jukka Tapanimaki*?

10) Who recorded the single *19* which inspired Cascade's game?

11) Spot the odd one out, The Abominable Doctor Phibes, Stuart Wynne, Mister Ed, Sooty

12) Who coined the word 'automation'? **a)** Leonardo Da Vinci, 1498 **b)** Sir Marc Isambard Brunel, 1848 **c)** Delmar Harder, 1948?

13) How many branches of Woolworths will be selling software on October 15th 1988?

14) How many branches of Woolworths will be selling software on October 16th 1988?

15) What have Queen Victoria, The Power House and Poland got in common?

16) What was odd about the Boys in *The Boys from Brazil*?

17) How many U.S. Presidents does it take to program a computer?

18) At what speed does the standard audio cassette tape travel?

19) Beginning with one Byte, name the units of memory recognised by the S.I. for 100 Bytes, 1000 Bytes, 1000000 Bytes, 1000000000 Bytes.

20) In television terms, what is FSQ?

ANSWERS

1) $25 million

2) Sheena Easton

3) *Space 1999*

4) Atari ST, Sinclair Spectrum, Commodore Amiga

5) Robbie the robot

6) The speed of a hurricane, the speed of sound, the speed of William Gibson

7) Seventy-eight quid (count 'em if you don't believe me)

8) 1965, USA

9) Author of Hewson's *Netherworld* and also Japanese for 'I think I'm going to puke'

10) Paul Hardcastle

11) Mister Ed – he talks out of his mouth

12) Delmar Harder (I've never heard of him either)

13) 700 (A fivefold increase!)

14) None (it's Sunday)

15) They were all screwed by Germans

16) Nothing, they were all clones of Adolf Hitler, just like all boys of that age

17) THREE. One to program, one to corrupt the data, one to deny everything

18) 45mm per second

19) Hectobyte, Kilobyte, Megabyte, Gigabyte

20) Flatter Squarer Tube (or Final Silly Trivia)

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NEXT MONTH

- **INSIDE THE SECRET WORLD OF PIRATES**
Barnaby (Jim lad) Page sharpens his cutlass, teaches his parrot to say 'bits of 8' (and 16), weighs anchor and sets sail for the sea of software to report on the present state of piracy. It's avast subject.

- **THE ULTIMATE GUIDE TO YUPPIE GADGETS**
Mel Croucher takes a look at the hi-tech gizmos any aspiring young executive shouldn't be without. Now where's my electronic nose picker? . . .

- **PIG IN A POKE**
Robin Hogg goes mad! Apart from that he promises (for those of you in need of help) **TIPS**, **TIPS** and more **TIPS** for all types and formats of games. You lucky people!

- **INSIDE TGM**
For the first time ever, (and probably the last) we allow cameras into the TGM offices. This could be your one and only chance to find out who does what – and why – to bring you the best games mag in the known cosmos!

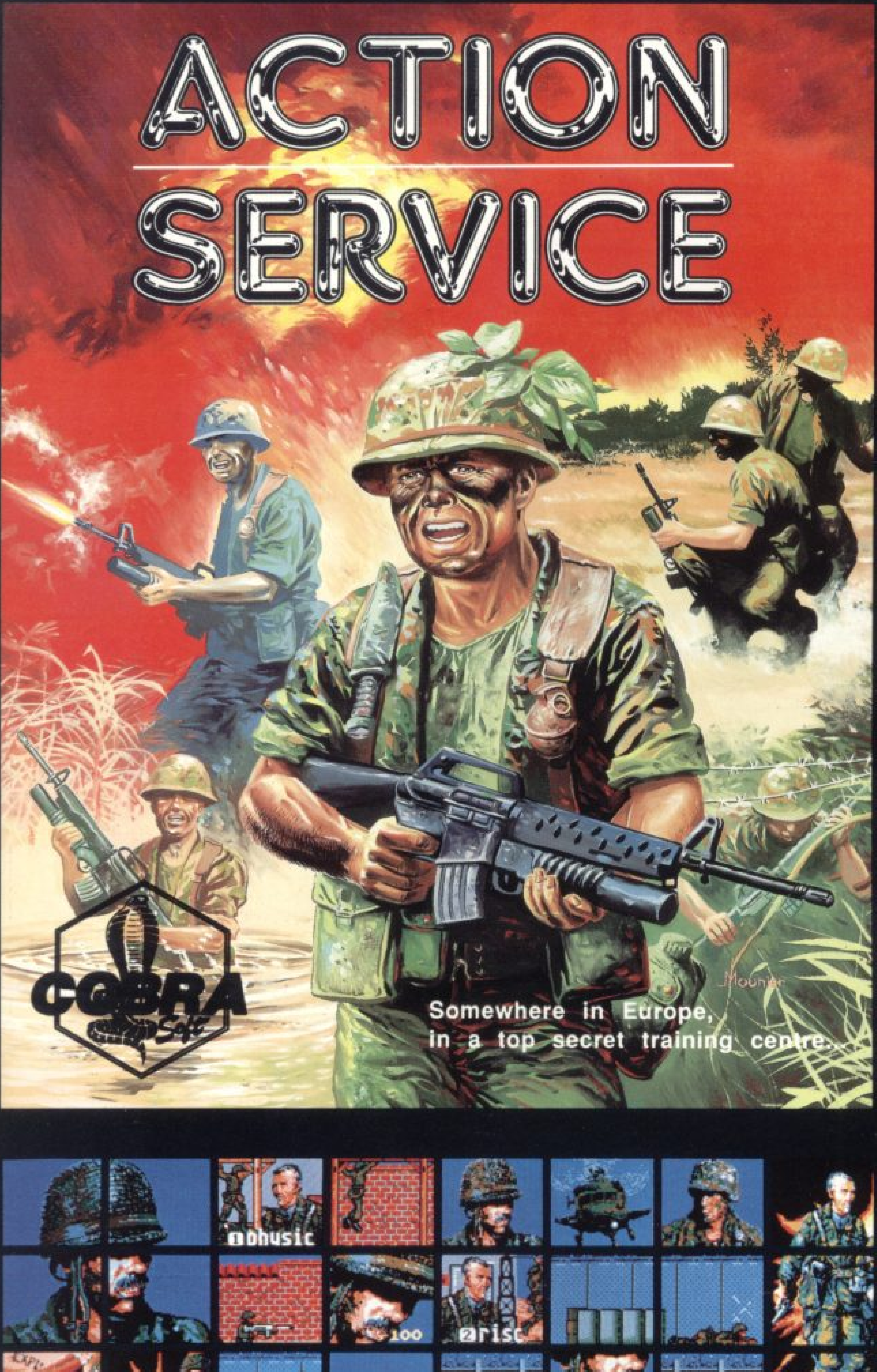


- **THE SPITTING IMAGE COMPUTER**
If you were at the PC show this year, you may have noticed Margaret Thatcher being less than conservative on the Domark stand. TGM took her apart to see what really makes her tick. The results are not for the squeamish.

- **PLUS** Christmas is coming! TGM 13 (lucky for some) is bursting with more reviews than you can squeeze into a stocking, more previews than you can stick on an Xmas tree, an adventure section that even Santa couldn't get down the chimney and so many competitions – you'll think it's Christmas!

TGM 013 struggles down your newsagent's chimney on November 17. Crowds will gather, but walk boldly to the counter and *demand* your rights.

ADVERTISERS' INDEX



Somewhere in Europe, at a confidential location, lies one of the world's toughest school : a top secret training centre...
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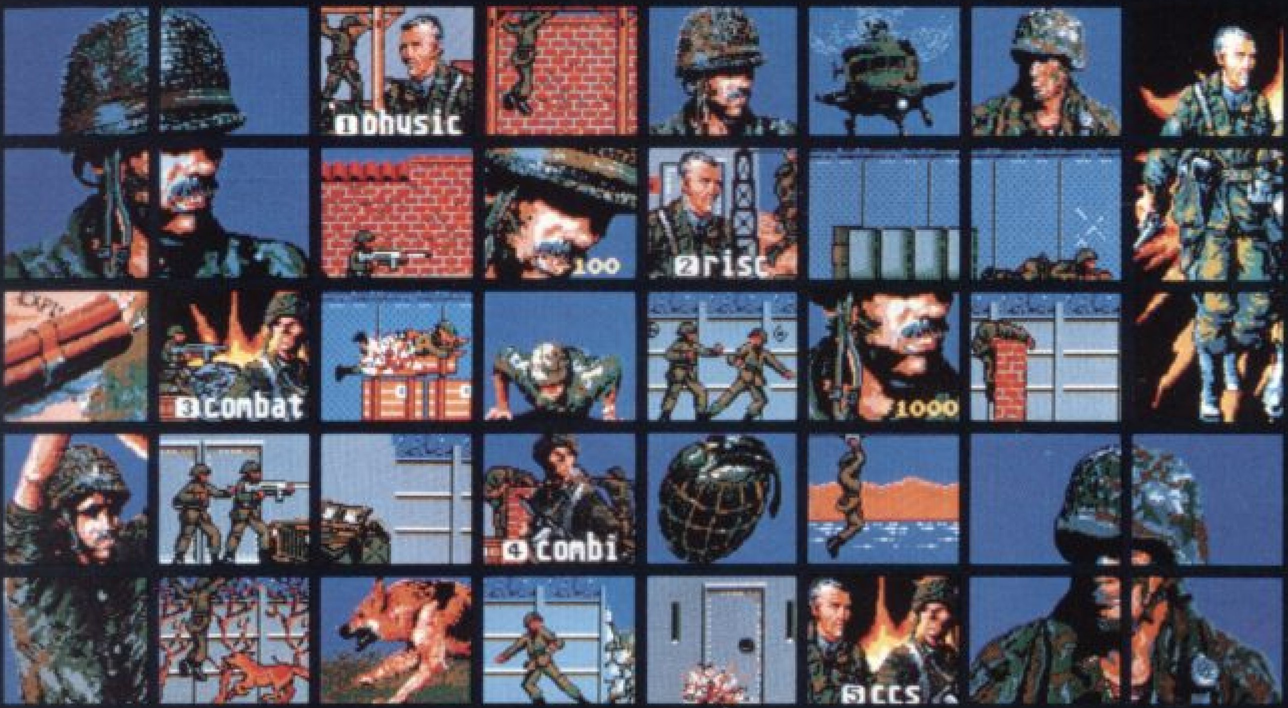
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The Construction Set control panel

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Screen shots from Atari ST version

ACTION SERVICE - ONE DAY THIS MAY BE MORE THAN JUST A GAME...


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SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.
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RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
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